COMPUTER GAMER

FEBRUARY 1987

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COMPUTER GAMER

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Win the game, a plaque, a T-shirt and everlasting fame.

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£100 worth of prizes
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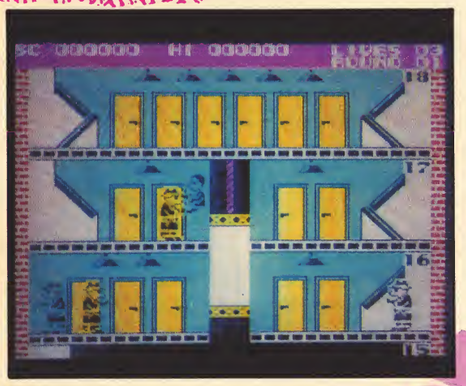


BUG BYTE'S VIRGIN

Falcon Patrol II and Strangeloop are two very familiar titles originally from Virgin Games and have appeared on budget collections from several sources. Now Bug Byte offer them individually at £2.99 each alongside the re-issued Deathwake from sister company Quicksilva. To accompany these three, Bug Byte have also produced a BBC/Electron version of Skyhawk, the basis for Falcon Patrol, and Zagan Warrior for the C16/Plus4.

Talking of Quicksilva reminds me that Amstrad Elevator Action is also on its way for those who saw Micropool's versions a few months ago. The Quicksilva game is licensed by the arcade game originators, Taito, and costs £8.95. Which, coincindentally, will probably be the price of their current project: Grange Hill. Based on the book After Hours, the adventure will feature some of the best known characters from the ten year old TV series.

Contact: Argus Press Software Group, Victory House, Leicester Place, London WC2H 7NB (01-439 0666).

CUBIC RUSE

Tigress Designs intend to squeeze every ounce of invention out of isomaze games. As major contributors to the current flow of conciousness on Ariolasoft's Reaktor label, Dave Bishop's team are anticipating the launch of Triaxos.

The game is played in an 'extraordinary cube prison' looking rather like one of the four by four Rubic Cubes which formed the second wave of yesterday's craze. Hidden in the ZED cube is a cell containing a prisoner who holds the secret to the TRIAD forces' devastating new weapon. The mission is to rescue the prisoner and free Homeland from the threat of destruction. It is a race against time because the rescuer and prisoner must rendezvous with a spaceship at a given time.

Initially available for the Amstrad CPC machines, the conversions to Spectrum and C64 are on their way. Reaktor games cost £8.95 on cassette or £14.95 on disk.

Contact: Ariolasoft, 68 Long Acre, Covent Garden, London WC2E 9JH (01-240 0247).

CODE MASTERS' NEW WAVE

The second batch of releases from the Code Masters budget label includes White Heat, arcade action for the Spectrum, Super Robin Hood for the Amstrad and Necris Dome, a text adventure for the C64. At £1.99 each, these titles should soon be hitting the BMX Simulator trail into the charts.

Amstrad and Spectrum owners will also be seeing Professional Snooker Simulator taking its place alongside its more expensive Snooker counterparts.

Contact: Code Masters, 1 Beaumont Business Centre, Beaumont Close, Banbury, Oxon OX16 7RT (0295 68426).

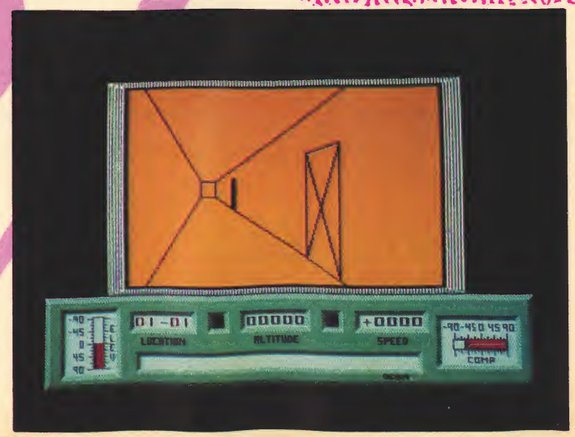
White Heat

Amstrad Mercenary

THE MERCENARY POSITION

Novagen's award winning Mercenary is still hovering around the charts over a year after its release on the C64. We recently featured the Atari ST version and now they are putting the finishing touches to the Amstrad and Spectrum conversions. The Spectrum version will appear in March and the Amstrad version should already be in the shops.

As a mixture of flight simulator, arcade adventure featuring superb vector graphics, Mercenary should give Rainbird's Starglider a run for its money at just £9.95. Amstrad disk users will have to wait until April for their version.



GAMER NEWS

ARIOLA'S STAR SIGN

Ariolasoft UK have set their sights across the Channel and added Starlight Software to the stable with an exclusive European licence.

Starlight is a new company and its back from beyond managing director Francis Lee, is going for both the 8 and 16-bit machine market. Heralding its way are Greyfell — an arcventure with 3-D graphics — and Deathscape — described as a 'fight simulator'. Both will be on C64, Spectrum and Amstrad.

Ariola's Ashley Gray and Francis Lee sound optimistic about the arrangement and are wishing hard on a European commercial constellation.

Contact: Ariolasoft, 68 Long Acre, Covent Garden, London WC2E 9JH (01-240 0247).

ALLEY UP

10th Frame is the latest small-screen sport simulation from US Gold/Access and gives you the chance to play ten-pin bowling in your own shoes.

There's a league or open bowling option which can be played in teams of four and eight respectively and the animation is said to follow in Leaderboard's footsteps. Once you've plumped for amateur or professional (there's a kid's level for family-playing), there's a long view down the alley and a clinking of skittles any 60s American sit-com would be proud of.

Automatic scoring and score printout mean there's no hike back to the score table to see if you've shaken the bowling world or just effected a mild wobble. Available now on C64, Spectrum and Amstrad — Atari ST and Amiga coming soon.

Contact: US Gold Ltd, Unit 2 & 3, Holford Way, Holford, Birmingham B6 7AX (021-356 3236).

All for one and one for all!

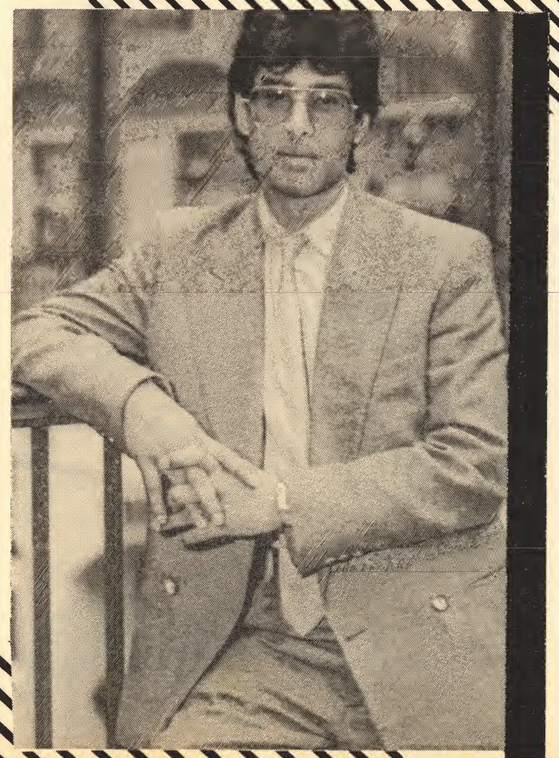
Another game from Action, those up-and-coming Swedish people, is the Three Musketeers. In the game you guide Porthos, D'Artagnan, Athos, and Aramis to England to find some missing diamonds.

A real-time adventure with graphics and over 90 locations. The game is in four loads with 63K of data per load with digitised pictures and 15 minutes of original music inspired by the classics.

The packaging consists of a magnum box in burgundy with embedded ornamentations in gold. Further releases from 'Computer Novels' include Ivanhoe, King Arthur, Around the World in 80 Days, and The Scarlet Pimpernel.

The Three Musketeers will be available for the Commodore 64 and C128 (with enhanced graphics) and the Commodore Amiga at £9.95 for the tape and £14.95 for disk (£24.95 Amiga).

Computer Novels products are available through Microdealer International on 0908 74000.

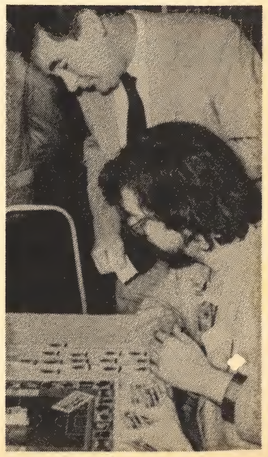


A GAME OF TWO HALVES

Love him or wish he'd been relegated at birth, Cloughie's back in Brian Clough's Football Fortunes from CDS. Scaling your way up the dizzy heights of the FA rungs, taking on the European lads, competing against nine other teams — it's a pretty old hat-trick, but then comes the special added ingredient, 'social interaction'. Two to five players become the team managers, the rest of the ten strong league is managed by the computer. It's board-game tactics with simulation; quick thinking on your toes. You use the board for strategic advantage and haggle with other managers to secure the most profitable results — borrow players at big money prices to win an important game or fill your own coffers when they're after one of your squad.

The package consists of cassette/disk, playing board, immunity and football player cards, counters and phoney money.

Contact: CDS Software Ltd, CDS House, Beckett Road, Doncaster DN2 4AD (0302 21134).



Well known computer magazine editor believed to be helping police with their enquiries.

Many moons ago Computer Gamer ran a competition in conjunction with Domark where the winner would become the Computer Gamer entrant in competition against 11 other magazines. The prize was a golden Trivial Pursuit set that could be worth £10,000!

The winner and our champion was Tony Critchley from Bracknell in Berkshire. Three initial games were played with the top two from each group going forwards into the final. Unfortunately our Tony had to contend with contestants that had been on Mastermind etc

"... anyway, the dice were against me," exclaimed our peeved challenger as he failed heroically with lady luck pushing him out of the way and out at the first round.

"You little @£%$&*!!," exclaimed our mustachioed editor as his hands clamped our unlucky loser's neck in a vice-like grip. Our esteemed leader was last seen frothing at the mouth and stumbling towards Teesside muttering something about "B****y Commodore magazines ...".

Young Tony fared much better. After micro-surgery to re-attach his head he was presented with his consolation prize — a Gen u ll edition of the board game.

The Domark version of the board game which is available on a wide range of machines is now available for the Amstrad PCW8256/8512. On disk it costs £19.95. *(Domark can be contacted on 01-947-5622).*

Competition

Do What John...

Remember the Creative Sparks caption competition from last month where we asked you for your opinions on what their 'Sparkling Superbrain' was thinking. Apparently Creative Sparks have no idea either as they've offered £100 worth of software to the best entrant.

To give you another chance here is the young Mark Rivers in his 'contemplative' mode. Think/speech bubbles to our usual address.

Creative Sparks/Sparklers are at Unit B11, Armstrong Mall, Southwood Summit Centre, Southwood, Farnborough, Hampshire GU14 0NP.

Behold the Leviathan

A new zappem game from those awfully nice English Software people (they who produce Elektraglide) in Manchester. Looking like a cross between Uridium and Zaxxon, Leviathan is set to give all zappem players a real treat.

Comprising three loads, the game has stunning backgrounds, music, and effects. Background scenarios include lunar surfaces and ancient Grecian landcapes complete with arches, pillars, and statues. All of which the fighter flies around and behind.

A full set of instruments, devious nasties, and ground effects complete the picture to make this a candidate for the ultimate zappem game and a worthy heir apparent to Uridium's crown.

Leviathan is available for the Commodore 64 (Amstrad in the pipeline) at £9.95 for tape and £14.95 for disk.

English Software can be found at 1 North Parade, Parsonage Gdns, Manchester M3 2NH.

Superior Superior

Superior are claiming a Christmas hat-trick with Repton 3, Ravenskull, and Stryker's Run achieving the top three positions in the Gallup chart for the BBC micro in the weeks before Christmas.

For another hat-trick Richard Hanson, boss of Superior, said "If we don't have the entire top five by the end of March I'll eat my hat". Perhaps they can make a game out of it ...

Superior software are at Regent House, Skinner Lane, Leeds LS7 1AXPi.

Einstein Cheapie

The much respected Tatung Einstein computer that has enjoyed a limited success over the past few years has just had a price cut.

The 80K computer with the built in disk drive is now available from high street h-fi chain Dixons at the low price of £149. A significant drop from when it was first available a few years ago at £399.

The Einstein comes with 80K of memory, 16 colour hi-res graphics, lots of I/O ports, and a CP/M compatible disk operating system for the in-built 3 inch disk drive. The system can now run Amstrad CP/M software as well (with a software adaptor) making it the cheapest route to CP/M. The Einstein also has loads of games available.

Details of the Einstein and Einstein 256 are available from Tatung on 0952 613111.

Aaarrgh Damn, Missed!

Here is a picture of CRL pretending to demolish their offices. This is to announce that they are launching a game called 'BallBreaker' (Ams, Com, Spec. £7.95 tape, £14.95 disk).

A prize to the best suggestion as to why somebody should REALLY demolish their offices.

CRL are at CRL House (for the moment), 9 Kings Yard, Carpenter's Road, London E15 2HD.

Squaring the Circle

Yet another 'arcade adventure' this time from Tonbridge software house Bubble Bus. The plot revolves around the crew of a survey vessel waking up from suspended animation to find their ship taken over by strange alien beings.

The idea of the game is to free the four ship's robots and take over the rest of the ship. The ship has 255 locations and headway can only be made by cracking the alien language that the ship has been re-programmed in.

Bubble Bus's last hit was Starquake a couple of years ago, let's hope that they have more success with this one. The game is called 'The Fifth Quadrant' and will be available for the Spectrum, Commodore, and Amstrad.

Bubble Bus are at 87 High Street, Tonbridge, Kent TN9 1RX.

Looking at a tide of new style home video games poised to come onto the market. Mike Roberts presents a special news feature on the three contenders for the top spot.

You will have read an awful lot in the computer press recently about the fourth generation of video games consoles and how they will be taking over the computer games world with excellent graphics and sound, great quality games from the coin-op world, and amazing value for money.

The scene is now set, the systems are developed, the distributors are appointed, the advertising budgets have been worked out, all that the world is waiting for is the machines themselves. At present there are three:

The Sega home console is being distributed by Ariolasoft, the well known software company. The machine features high quality graphics, but is let down by the sound slightly. The games are stored on either cartridge or Astron Card. The controllers are cards with a flat panel that can have a short stick attached to it, similar to the 'wiz card'. There are two action buttons on it and it is similar to the Nintendo system. Controls on the machine are the usual, but also include a pause button — very useful as most of the games for it are extremely complex.

As you would expect, most of the games that are coming out on the machine are conversions of Sega coin-op games. Favourites such as Hang On and Choplifter (the coin-op version) are already available and will be released with eleven other games around the same time as the machine. Sega are planning to bring out a few games a week for the forseeable future — there will be plenty to play with over the coming years.

The only real squeeze is the price of software. Despite half of it being being very good (the other half being of the more common dubious Japanese quality) games will retail between 20 and 30 pounds — reasonable prices for the American and Japanese markets, but where good software sells in Britain for a couple of quid...

The price of the machine falls into the middle of the range for the new systems coming out at around £100. Compared to the cheapest computer this represents good value for money — but you should take into account the running costs as all you have to do is to buy a few games and the cost of it runs up to the price of an Amstrad or a Commodore 64.

The next machine to hit the streets is probably going to be the new Atari 7800. This machine has had a very strange history and was created through a process of evolution rather than being revolutionary. The original Atari 2600 is probably the best selling Video system ever. Having been a steady seller since the mid seventies it still sells around 20,000 a year in Britain and is still manufactured (it sells at £35 if you are interested). The design philosphy applied to the 2600 was then used to create the Atari 400 and 800 in the late seventies — which are also still in full production (though slightly modified).

The design knowledge used to create these machines was then applied to a new video game system to compete with the third generation machines then appearing (Intellivision, Coleco, and Astrocade). Though a limited success in America, the new machine — the Atari 5600 — was never released in Britain. After this, the well thought out design philosophy was used to create a super video games system called the Atari Pro System. This was then sat up on for a year whilst a new range of computers were being designed. Called the Lorraine, and designed by a company called Amiga, the rest is history.

But the new Atari video games system was still sat up on, and stayed in a cupboard for over two years until it has now emerged as the Atari 7800 system (NB. I don't know if this has got anything to do with it but 2600+5200=7800!). Using graphics one step back from the Amiga, and unbelievable sound, as well as great games from a lot of American software companies as well as Atari coin-op conversions, the system is sure to do well. Why? Because the system costs a mere £70 and the cartridges will be selling for around fifteen quid.

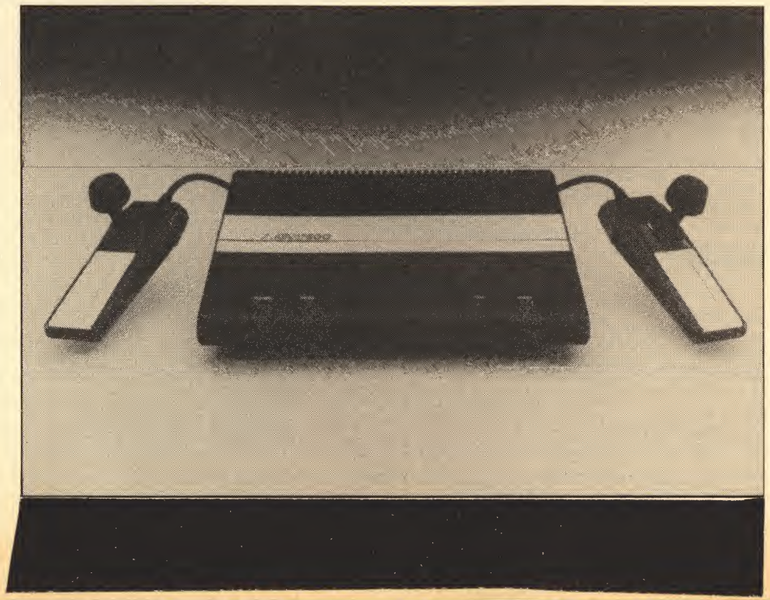
The last game system to be coming out in the next few months will be the Nintendo Family Computer system. This is to be distributed by Mattel (of old Intellivision fame) and at a price I will tell you later (otherwise you might not read the next few paragraphs!).

The hardware for the system is the Nintendo coin-op system — not converted from, not cut down, there is no difference. Coin-op freaks will recognise the same Nintendo VS from many games in the arcades. This was a standard hardware configuration that could just have a few chip changes and you'd have a whole new game (almost every other coin-up manufacturer has the same method, like the Atari system one and two, and the Bally Sente system). It is this system that the Nintendo video game uses.

64 colours, bags of memory and good sound as well as some amazing games make this the game system to aspire to. There is a range of add-ons as well, such as a robot and a light gun. This system is so popular in America and Japan (where it sells for around $85) that Nintendo have sold around **25 MILLION** units and have all but pulled out of the coin-op business in favour of the home market.

The pinch is in the price, whilst the cartridges will be priced at the same or slightly higher than the Sega, the price of the system is expected to be around the £150 mark. This extreme (for video game systems) price is sure to bring about its failure in the British (and perhaps European) markets — will the Japanese ever get it right? (mind you, if this happened in the motorbike industry I'd have a Norton parked outside of my house instead of a Honda). Perhaps there's a future for the domestic computer industry yet.

Looking at these machines, I must rate the Atari as the one most likely to succeed, it has the name, it's not Japanese, it has the software, and most of all, it has the price.



SUPER SUNDAY

Nexus has donated an American football shirt, ball and lots of copies of Super Sunday.

Superbowl season is here again and American football fever has infected us all. Along with Nexus, we would like you to be able to enjoy the thrill of the BIG game all year round, and so we've put our heads together to come up with a great idea. You can have a copy of Super Sunday all for yourself if you're one of the lucky 25 Gamers who can solve our wordsquare.

One of the lucky 25 will also receive a real American football of their own and a team shirt of their choice.

Super Sunday is Nexus' great new game which allows you to manage one of the best Superbowl teams of the past ten years. Your team faces one of the other greats in a super Superbowl competition. Challenge a friend and take control of a team each in a battle of wits to gain the supreme accolade.

What you have to do

Hidden in the wordsquare are the names of several American Football teams. The names can be arranged vertically, horizontally or diagonally and they can be spelled out forwards or backwards. Dead easy really but be careful of the red herrings, there may be a few baseball teams in there or even a few fictitious names.

Once you have found them all, fill in the entry form in bock capitals, stick your entry in an envelope and write the number of teams on the back. Send your answers to Super Sunday Competition, Computer Gamer, ASP Ltd, 1 Golden Square, LONDON WIR 3AB.

Your entries must reach us by 28th February, 1987 and the winners' names will be published in our April issue.

S	T	E	E	L	E	R	S	B	E	D	X	F	R
V	E	E	R	L	N	Z	A	K	J	G	R	R	S
C	R	E	A	T	O	R	O	F	C	H	A	O	S
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RULES

1. The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors or employees of Nexus Productions.
2. All entries must be on the correct form — photocopies are not allowed. Multiple entries are allowed, but must be on the appropriate form.
3. Prizes will be awarded to entries judged to be correct by the editor.
4. The editor's decision is final.
5. The entry instructions form part of the rules.
6. All entries become the property of Computer Gamer.
7. All entries must reach us by February 28th, 1987.
8. The rules form the condition of entry.

Super Sunday **Gamer February**

Name .....

Address: .....

.....

.....

I found the names of American Football teams and if I win the first prize I would like a shirt in the following team's colours:

.....

I agree to abide by the rules of the competition.

Signed: .....

COMPUTER GAMER

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Origination and design Argus Design Ltd
Printed by Chase Web Offset Ltd

Distributed by: Argus Press Sales and Distribution Ltd, 12-18 Paul Street, London EC2A 4JS

Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

Subscription rates upon application to: Computer Gamer Subscriptions Department, Infonet Ltd, Times House, 179 The Marlowes, Hemel Hempstead, Herts HP1 1BB.

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We are always interested in paying excellent rates for program submissions from our readers. If your game is good enough to print please send it to our editorial address for assessment. Mark your envelope PROGRAM SUBMISSIONS.

AFTER TWO YEARS OF RESEARCH
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COMMODORE 64, ATARI

GAMER REVIEW

ALIENS

Title: Aliens
Computer: Spectrum
Supplier: Electric Dreams
Price: £9.99

This sequel of the game of the film is unique as both are better than the originals.

Games based on films or TV programs are usually awful. Titles such as the primitive Back to the Future and the awful Knight Rider, which was completely off the track, sold well but soon disappointed their players. Aliens is one that won't.

The film is the sequel to the 1979 monster hit in which the crew of the star freighter Nostromo was chomped by a single Alien. Warrant Officer Ripley (Sigourney Weaver) was the sole survivor and finally killed the Alien before escaping in a hyper-sleep capsule. She is finally rescued 57 years later and is taken to a space station orbiting above the Earth. There she is interrogated by Company officials who demote her and ridicule her story of Aliens that gestate inside human hosts. Ripley then discovers that an Atmosphere Processing plant was established on the planet Archeron. The same planet that contains a ship load of Alien eggs waiting to hatch. Now, ten years later, all contact is lost just a few days after Ripley's return.

The company persuade her to go back to Archeron with a squad of space marines. There they find the plant is packed full of Alien warriors, face huggers, the 20ft long Alien mother and Newt — the compulsory cute kid. The game begins as the squad enter the plant.

You lead the team from the safety of the Mobile Tactical Operations Bay which is outside the infested plant. From there you control the terrified but fighting Ripley, Lieutenant Gorman who is likely to crack up at any minute quick reacting Corporal Hicks, the android Bishop, tough and reliable Private Vasquez and Burke, the company man. With this motley crew you must wipe out the Aliens and their mothers (Yes, there's more than one in the game just to liven things up!).

You can control your squad either directly or by issuing movement orders. I found the direct method to be better, although slower, and could safely ferry my crew through the base. If you issue orders you run the risk of Aliens attacking your crew while you're not controlling them and they might have been eaten before you get a chance to save them.

The screen display shows the view from the helmet camera of the crew member you've selected and their smart (computer aimed, video targetted, automatic weapon) gun sight, their ammunition level and the bio-monitor bar and room number for each crew member.

By controlling the gun sights you can look around the room you are in although your fellow marines remain invisible. The doors open automatically unless the lock mechanisms have been blasted but even then you can blast your way through by taking out the door with your smart gun. A locked door may hold back the Aliens for a while but when they finally break through you'd better be ready for action.

Fighting Aliens requires accuracy and timing. If you stumble across one or they find you, your proximity alarm sounds and you've only got a few seconds to spin around to find it. A single shot to the head is enough for the warriors or three to the body but you'd better be on target as the Alien will attack as soon as you fire.

Even when you've killed them, the Aliens can still be deadly. Fry an Alien by a door and you risk leaving a pool of it's deadly acid blood blocking the way. It will eventually evaporate but it may be too late. Wherever there are Aliens you face the threat caused by Bio-mechanical growth. This grows all over the walls and spreads. If you don't control it (by frying it) it will spread into the air ducts filling the base with face huggers and eggs. If it overruns the control room or the generators your mission will become almost impossible as the lights will fuse and you'll be plunged into darkness.

I found the best tactics to be to ferry your crew room by room through the base taking it in turns to be the first to enter the next room. This gives the others a chance to recover while you fight any lurking Aliens.

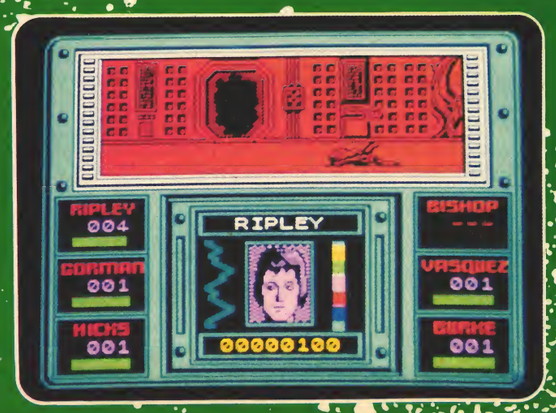
Although the game is supplied with an incredibly detailed map it often helps to blast doors and locks to mark the route through the base.

The first stop is the armoury where the smart guns are automatically recharged then it's onto the control room and generators to clear the Bio-mechanical growth before a final showdown in the Queens chamber.

Throughout the entire mission you must have almost total concentration as the slightest panic could lose you half your crew. This superb gameplay captures the atmosphere and tension of the film more so than any other licensed game.

A pause button can be used to give yourself a break and check the map but there's no going back. As you get further into the game the Aliens will discover your presence and mount stronger and stronger counter attacks until you're swamped in eggs, warriors and bio-mechanical growth.

An excellent game of a superb film, both are highly recommended.



SCORELINE	
Impact	90%
Originality	70%
Gameplay	80%
X-Factor	85%
OVERALL	**80%**

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GAMER REVIEW

REPTON 3

Gordon Hamlett goes digging for treasure and uncovers a gem of a game

The number of good games that were around for some time on the BBC before being converted to other machines can be counted on precisely two fingers; Elite and Revs. Enter a third digit. Repton 3 is one of the most addictive games that I have played for a long time.

The game consists of twenty-four different screens, the object being to find a time bomb on each screen and defuse it. Before the bomb can be rendered harmless though, there are several obstacles that must be overcome first. The screen must be cleared of diamonds and monsters and the crown retrieved.

Your major hazards as you attempt to accomplish all this are the rocks. Balanced precariously on diamonds or lumps of earth, they have an unerring tendency to obey the law of gravity when unsupported. If you happen to be underneath at the time, all that happens is that you get a nasty headache and lose one of your lives. What tends to happen more frequently is that you discover that you can no longer find a way through to a particular section of the maze. Now this may come as a shock to those of you whose game playing philosophy is 'if it moves, kill it' but in Repton 3, you are actually required to exercise those grey cells whose normal use is keeping your ears apart.

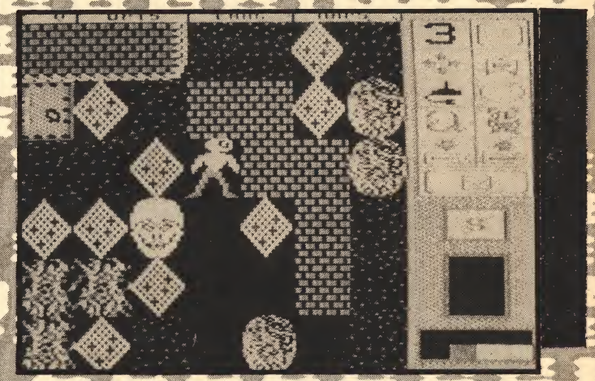
Not that the rocks are your sole problem. To start with, not all the diamonds that you need to collect are present. Some are hidden in safes. These areas are impassable until you find the key thereupon transmuting all the safes into gems and allowing you access to other parts of the maze. There are also spirits floating around. These have to be lured into cages and so turned to diamonds. The only help you have in accomplishing this is that they always follow the left hand wall.

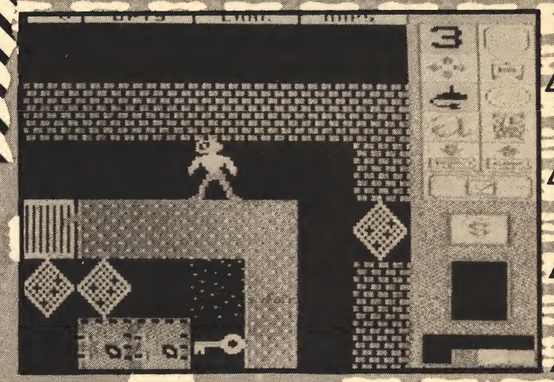
Eggs are perfectly safe until you disturb them. Then they promptly crack open and a baby monster hatches out. This must be killed by crushing it with a rock. Left to its own devices, it will chase and, on contact, kill you. Then there is the fungus, again deadly to touch and which spreads inexorably unless checked. And all this must be done against the clock. After all, what use is a time bomb if it does not explode after a given amount of time. There are however time capsules which reset the clock. These are normally positioned in such a way that you could have reached them if only you had another two seconds available. Well, they are in my case!

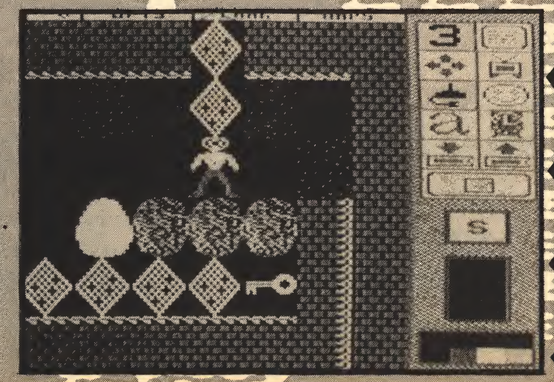
The key to the game though is the problem solving, and pretty tricky some of them are too. Several small puzzles frequently go into making up a larger one. Objects need to be collected in specific orders otherwise you find yourself cut off from them later. Careful use should also be made of the one-time teleporters. One of the hardest problems is enticing the spirits into the cages. It is easy if the cages are conveniently positioned along an edge, but what if they are in the middle of a room. Then boulders have to be shunted from miles away and dropped into position — all without making a single mistake, for if you accidently remove the wrong piece of earth, forget it, you will have to start that screen again. There are maps of the screens to help you plan your route but these are only available on certain levels.

One of the best things about Repton 3 is its presentation. Each screen has a password so that you don't have to play through from the start every time. Solve the entire game and you can enter in a prize draw. And if by any chance you do complete it all and are getting bored with it, a full editor is also included. Design your own screens and characters or just change the parameters and colours of the existing ones in order to make them that little bit easier/harder.

OK, so it does remind you of Boulderdash somewhat, but Repton 3 has enough original features for you not to mind. The graphics are bright and colourful but not particularly stunning but who gives a hang when the gameplay is as good as this. The relationship between difficulty and compulsion to have just one more go, is just about perfect. Repton 3 is quite simply one of the most addictive games I have ever come across.







Title:	**REPTON 3**
Computer:	**BBC/C64**
Supplier:	**SUPERIOR SOFTWARE**
Price:	**£9.95 (cass) £11.95 (disk)**

SCORELINE	
Impact	85%
Originality	75%
Gameplay	95%
X-Factor	95%
OVERALL	**90%**

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GAMER REVIEW

Title: TOP GUN
Computer: AMSTRAD CPC
Supplier: OCEAN
Price: £8.95

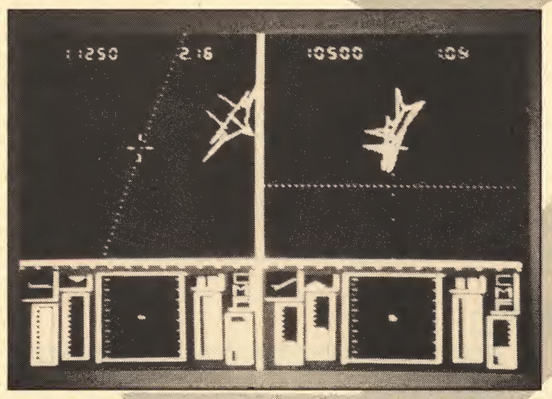
A few months ago I wrote a review of the Doctorsoft flight simulator 'Double Phantom' where two BBC micros were connected together via a bit of ribbon cable and two players could fight against each other in their respective aircraft.

At the time I said that the idea was excellent and the gameplay was alright but that the game itself was too involved and complex being more of a flight simulator than a game (I used the phrase 'flight simulator' as an insult in this context). At the time I said that if anyone could come up with a head-to-head flight combat game with the playability of ACE I would be a very happy man.

With Top Gun, Ocean get very close. The game is a one or two player combat game with a vertically split screen to provide the two forward views. The planes in question are dogfighting F-14 American air superiority fighters. Armed with 20mm cannon, sidewinder heat-seeking air-to-air missiles, and flare decoys, along with a cockpit full of electronic flight aids.

The vertical split screen is one that I haven't seen before but one that works extremely well. The bottom section of the screen is the instrument panel, which leaves the actual action area of the screen as a square. Which is a very reasonable shape to use in this context.

The instruments consist of a top-down radar display of your immediate vicinity. Thrust, gun temperature, missile lock-on time, and damage indicators are all on bar-chart/thermometer type displays.



The speed (in Mach) and height are at the top of the screen in figures. The other instruments are the attitude (which way up you are), whether the enemy is above or below you, which weapon has been selected, and the enemy missile indicator.

In the centre of the screen is the sight. This has three modes, a crosshair for the cannons, a largish square for the missile targetting, and no sight for the flare mode. It may all sound a bit cluttered, but it is very easy to read, especially at high speed (ie. most of the time). The important instruments have extra warnings to them, such as the altitude flashing when you get too low and the plane bouncing slightly when you approach stalling speed.

Each mission gets harder and harder

The game is either played head-to-head, where two players get three planes each and the winner is the last one flying. Or as a one player game against the computer. The one player version is set out as 'missions'. Each mission pits you against three enemy aircraft one at a time. When you have eliminated them you go onto the next level.

Each mission gets harder and harder. In mission one, the planes just use their guns on you. In mission two, they use flares and can avoid your missiles. These first two missions can be polished off with no loss because the cannons that the enemy planes use are no match for your missiles. However, if missions one and two are dead easy, the third mission is almost impossible.

Mission three is where the enemy planes start to use missiles. To understand why this makes winning almost impossible it is necessary to understand how the sidewinder missiles work in this implementation. The sight in front of you changes to a square about an inch across. To target the missile you have to hold the enemy in your sights for three seconds. When this is happening you get a beeping noise and the missile countdown bar reduces. As this reaches the bottom you get a continuous tone. If at any time the enemy drops out of your sights, you start the three seconds again. Pressing fire sends the missile after the target.

Imagine if you can, two planes approaching each other from afar. Both have their missile systems engaged, both lock on, and both fire almost simultaneously (the computer can always see you a microsecond before you see him). The result, at best, is a draw with both aircraft being hit. The only way I found to play the level properly was to use my guns at long range for the few seconds that I was being targetted. This considerably damaged him. When the missile was launched I then switched to flare mode (next one up from guns), accelerated at maximum towards the missile and dived just before it hit. At this point you can then run rings around the enemy plane (thus avoiding being in its sights for the required three seconds).

After 20 seconds the missile will burn out, or the flares that you are dropping will decoy it. Then you can start on the enemy craft with your cannons. With any luck, the damage that you have done to it earlier will be enough to even up the difference between you. Shooting down one plane like this and suiciding into the other two is the only way that I have managed to get to level four (don't ask about level four!).

The graphics are fairly crude but completely in keeping with the style of the game. The vector graphic picture of the enemy F-14 is excellent and it moves just as you would expect. The vector explosion is also great.

The game is very fast and would be totally unplayable otherwise. My only reservation is

For head-to-head air combat this is definitely the tops

that the game could be a little more realistic in controlling the plane, I found it very difficult to fly inverted loops, and the self centering of the joystick was a bit of a bind.

For head-to-head air combat this is definitely the tops. Along with ACE, they are the most enjoyable flight games that I have ever come across. Sure to be a hit.

I've not seen the film, but who cares? The game is excellent.

SCORELINE

Impact	90%
Originality	80%
Gameplay	95%
X-Factor	95%
OVERALL	**90%**

A single from the film Top Gun was a smash hit. Will the game have the same success. Mike Roberts climbs into the hot seat.

TOP GUN

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TOP NOTCH

COMPUTER GAMER

Last year, Alan Sugar put the cat amongst the pigeons by launching the Amstrad PC, a machine which offers IBM 'compatibility' (for those people who feel they really must have it) at an affordable price. Around the same time, Mirrorsoft started to import high quality software from America for the Macintosh, slashing prices to half that of the Stateside original.

The effect these developments had on the games market was not particularly dramatic but was significant all the same. This is more true of the Amstrad PC, since the Macintosh is still far too expensive to be a major force in the entertainments field. Which is a paradox, since the games emerging for Apple's machine are some of the most exciting to appear on any micro, including the redoubtable Amiga.

Mirrorsoft distributes software from several sources. But of all the names on its books, there is one that stands head and shoulders above the rest. Mindscape, an Illinois-based company, has original and imaginative software, not only for the Macintosh but also for the Amiga.

One of Mindscape's most inventive games is Deja Vu, an elaborate graphical adventure, that uses every trick in the Macintosh's repetory to make the player feel he is part of the world within the game, rather than a passive voyeur.

In Deja Vu you play a character, similar to those in '50s B-movies, called D.O.A (Dead On Arrival). You begin the game by waking-up in the squalid toilet of a rundown downtown bar. Where you are and how you got there eludes you, as does everything else, since you've been injected with a lethal mixture of truth drugs. Unless you can find the antidote, you will become, to put it bluntly, dead meat.

As the game evolves, cleverly interspersed flashback sequences provide insight into your past, enabling you to gradually piece together the events leading up to your falling foul of . . . whoever.

Deja Vu works because it does away with the keyboard almost entirely, and allows you to investigate its various locations simply using the Macintosh's mouse. The majority of objects shown onscreen are icons, which can be pointed to, picked up, and planted in an inventory window to one side of the main display. Many pieces procured in this way can be opened by double clicking the mouse's button. Some things even contain smaller articles which themselves can be opened to reveal a further object.

Not only can items be picked up and examined, but they can also be used to cause an effect. For instance, one of the Icons is a gun. To fire it you first point at the gun, then at an option called operate, and then finally at the target you wish to shoot at. The gun goes off with a bang and, if you are lucky enough

to hit what you were aiming at, the picture changes to show the havoc caused.

Another option, 'hit', works in very much the same way as firing the gun. This comes in very handy when tackling a mugger, who has a habit of always turning up at the worst possible time. Striking out at your attacker sends him running, only to return several moves later with either a black eye, a broken nose, or even a mouth full of smashed teeth.

I first saw Deja Vu towards the earliest part of 1986. Since then, Mirrorsoft has released Mindscape's second adventure. Uninvited relies heavily on the tricks that can be performed with the Macintosh's WIMP operated system, though this time there is the added bonus of digitised sound.

Uninvited is a wierd tale about the spooky goings on in the house of Alistair Crowley. The object of the game is to rescue your brother from the house, after having wandered into it following a terrifying car crash.

Like Deja Vu, Uninvited features superb graphics, lots of tricky puzzles, and odd touches of animation. On top of all that, there are some superb digitised sounds, including the baying of distant hounds, creaking doors, an old phonograph, thunder, and even a scream. All of which go to make Uninvited an unforgettable experience.

One of the most recent Mindscape products to come out through Mirrorsoft is Defender Of The Crown. This is one of the most artistically accomplished games yet to appear on the Amiga, being composed of beautifully designed screen, drawn, I'm informed, using Electronic Art's DPaint software.

Defender Of The Crown is a strategic simulation in which the player takes the role of the Saxon lord who, together with two others, is trying to keep the English throne out of the clutches of the Normans, following the murder of King Richard II.

The throne is won by overthrowing three Norman lords, whose castles are based in the South of England. Gain control of a large enough army to defeat these lords, the player must win land to reap enough taxes to pay for soldiers, knights and catapults.

Money needn't always come from taxes, but can also be had by sacking the coffers of another lord. On the other hand, land need not be gained by force, but can be won in a joust on the fields of Ashby-De-La-Zouche.

The road to victory is strewn with danger, although it does have its more pleasurable moments. For instance, Norman lords often play host to reluctant Saxon women whom they imprison in the towers of their castles. Were the player to rescue one of these lusty maidens, he would be rewarded with the lady's favour and finally her hand in marriage, a partnership that boosts your lord's morale no end.

Throughout Defender Of The Crown there are numerous full screen pictures that far outstrip those seen in anything else. The inside of a castle, for instance, is depicted as a shadow filled hall with flaming torches adorning the walls, while the joust sequence actually makes you feel as if you're astride one of the horses.

Defender Of The Crown is a masterly and colourful twist on the old 'Risk' or 'Kingmaker' scenario. Even with its superb graphics, it still has enough depth to hold your attention right to the end of the struggle for the throne — which can be quite a long time.

Another company that has been writing adventures for some years now is Infocom, another American based software house, whose products are distributed in the UK by Activision. Unlike Mindscape's adventures, Infocom's are all text based. At first this might be offputting to those players who like their games to be full of graphics, but it really doesn't reduce your enjoyment, since the atmosphere created by Infocom's writers is both imaginative and vivid.

Two of Infocom's latest releases, Leather Godesses Of Phobos and Trinity, come in IBM format, although they are available for other machines as well.

Leather Godesses Of Phobos is a risque tale about a race of alien domnatrixes who plan to invade Earth and turn its inhabitants into sex slaves. Your task, after being abducted by the Leather Godesses and imprisoned on a Martian moon, is to escape and thwart their plan of world domination. The only way to do that is to build a machine that will bring about their downfall. Unfortunately the items necessary to construct the machine are scattered over several planets, and none of them are particularly easy to get hold of once you've located them.

One of the nice things about Infocom games is that they always come packaged with unusual paraphanalia. Leather Godesses, as well as containing a disk and playing card, also comes with a pair of 3D glasses for reading a specially drawn comic strip of the story and a scratch 'n' sniff card containing a fairly repulsive selection of smells, each of which you are asked to sniff at various points in the game.

Up until now, Infocom games have been relatively serious affairs. Leather Godesses is its first in a series of tongue in cheek (though they don't say whose cheek) adventures. From what I've seen of this one, the same high standards have been retained by Infocom. However the level of humour, which never really rises above that of a 14 year old schoolboy, leaves a lot to be desired. The company's second new release, Trinity, is much more in keeping with its old style, and a lot more stimulating intellectually than Godesses.

Trinity is a frightening story centred around World War III, in which you play the part of an American tourist in London. When the game begins you find yourself taking a morning constitutional through Kensington Gardens. In the time that it takes to walk from one side to the other, London is vapourised by an H-bomb. The only way for you to survive the same fate as that of the city's people is to slip through into another dimension.

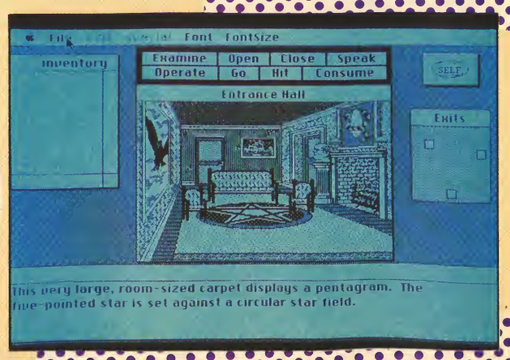
As new bombs explode, so doorways open onto other worlds and strange dimensions. However, to enter such places you must first escape London.

If you should unlock the secrets of these worlds, says the Trinity manual, you will end up in the New Mexico desert, just before the world's first atomic explosion. The untimate aim, I guess, since I haven't completed the adventure, is to prevent the test happening.

Unlike any other adventure I have played before, clues in Trinity are picked up by unravelling the quotes of famous poets, writers and scientists. These hold the keys to the doorways and events that lead back to the New Mexico desert on a day in July, 1945.

Both Leather Godesses Of Phobos and Trinity are graded as Standard Level Infocom adventures. Which is to say that anyone buying them will get weeks, or even months of enjoyment.

Game	Supplier	Price
Deja Vu	Mirrorsoft	£26.95
Uninvited	Mirrorsoft	£26.95
Defender Of The Crown	Mirrorsoft	£49.95
Leather Goddesses of Phobos	Infocom	£29.99
Trinity	Infocom	£34.95



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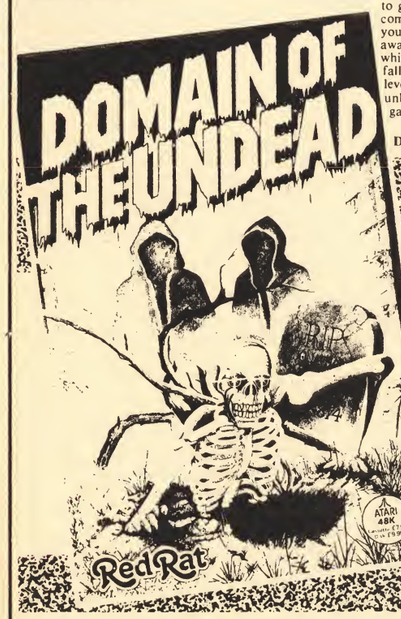

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COMPUTER GAMER

Come to terms with difficult problems using Gordon Hamlett's guide to adventurers

A TASTE FOR ADVENTURE

The main problem with playing adventures for the first time is an inability to come to terms with the puzzles and problems within a game. I can sit here 'til the cows come home (or at least until Manchester City win a game) saying that I think game A is great and game B rubbish, but that doesn't help you very much if you can't find a way of opening the door in the first location.

Unfortunately, there is no universal panacea — you only have to look at adventure pages in any magazine to realise that. Pleas galore from experienced players who just cannot fathom out a particular problem — one that is annoying them so much that they feel compelled to write in and ask for help.

Before your sense of impending doom reaches epic proportions, let me pinch a phrase from Hitch-hikers Guide to the Galaxy — DON'T PANIC. A systematic approach to playing adventures should yield considerable rewards. No, it won't tell you how to open that aforementioned door, but it will tell how to go about getting the job done.

Solving an adventure is a bit like trying to do a cryptic crossword. Initially incomprehensible, you slowly get used to a certain style of clue and certain conventions that crop up again and again. Thus, if you find a monster blocking a path, the chances are that you will either have to bribe it to go away (food and treasure are the most likely), kill it (usually with a specific weapon) or scare it off (showing a mouse to an elephant etc.) Once you have the basic idea, you will find that most solutions are just variations on a theme. So here are a few basic ideas to get you started.

1. Always get the full story
Imagine trying to solve a whodunnit if someone has torn a couple of chapters out of the middle. Not impossible but a lot more difficult. The same applies to adventures. The descriptions are there to help you. Make sure you read them all. Examine every object that is described in the text. Even if you get a 'there is nothing special' type response, that is still useful as the chances are that that particular feature plays no important part in the game — negative clues can be just as helpful as positive ones. Authors are getting progressively more cunning in how they disguise important objects so this really is important. It is also worth typing 'examine qwerty' or some other gibberish, just to see how the program responds to words that you know are not in its vocabulary.

2. Draw a map
Or rather draw several maps. Murphy's Law says that if anything can go wrong, it will. Hamlett's Law of Adventuring say that Murphy was an optimist! Wherever you start drawing your map, you can guarantee that the paths will immediately take you off the edge of the paper. Redraw and revise as often as possible. Nothing elaborate is required. A box for each location containing some way of identifying the room plus brief details of the contents and puzzles. eg Crypt. Silver Mace. 4 skeletons. That's all. Nothing elaborate. Be sure to mark on the locations of all exits, even if you can't immediately go that way. This will remind you which areas of the game have still to be explored.

3. What's it for?
Never amongst of the more generous types, adventure authors don't go scattering objects around for the fun of it. Every item has a purpose. If it is not a treasure, then you will have to use it at a later stage of the game. Try to imagine what as soon as you find something. Again, the obvious often holds true. Weapons are for fighting. Containers are for putting something in. Magnets attract metal etc. Keep notes of what objects do what.

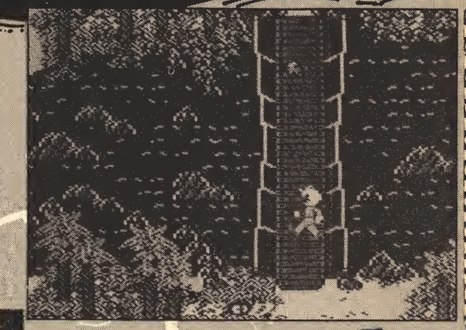
4. Use the parser
The parser is the part of the program that 'understands' your input. The trend is to go for highly complex parsers that understand prepositions and multiple objects etc. This is all well and good but my advice is keep it simple. Try to say exactly what you mean in as few words as possible. Where the extra facilities are useful are in cases such as "kill dragon with sword' as opposed to just 'kill dragon' or 'tie rope to window'. The extra couple of words make it clear exactly what you want to do. Read the instructions carefully. I know the temptation is to load the game and get started straight away but you can gain some useful ideas. If the blurb says the program understands 'exorcise', the chances are that there is someone or something that will need exorcising. As this is not the sort of word you are likely to come across by chance, you would be stuck unless you had a relevant hint.

5. Two heads are better than one.
This is my final tip for this month. There is bound to come a time when you are stuck. You get fixed ideas in your head and none of them work. Try playing the game with a friend and bouncing ideas and possibilities off each other. You will be amazed how often you come up with an answer between you that neither of you thought of individually. If that still fails to provide the goods, try to ignore that problem for the time being and go and explore somewhere else. One of the nice things about the games mentioned in last month's Gamer is that they all have huge areas to explore. You are not stuck on one particular problem with nowhere else to go. Of course there comes a time when all problems have to be solved eventually, but you can cross that bridge when the time comes — if the troll will let you!

GAMER REVIEW

HOWARD THE DUCK

Title:	**Howard the Duck**
Computer:	**Commodore 64**
Supplier:	**Activision**
Price:	**£17.95 (disk)**



It's been a long time since the last Activision product, and those of us who miss the excellent David Crane (Pitfall II, Ghostbusters, Little Computer People, etc) will be looking forward to this latest batch of imports with some enthusiasm. 'Howard' arrived in some impressive packaging and had all the hallmarks of a real winner — I broke into my belated Christmas present with uncustomary glee.

First, however, a bit of history: Howard the Duck was a Marvel comic in the mid-Seventies that attracted a cult following, ran for a few issues, and then disappeared. Legend has it that the great American kid, weaned on a diet of real sentimentality and real violence, found the flippant approach of the comic less than attractive.

Howard the Duck (later re-titled 'Howard — a new breed of hero') was also a potential blockbuster movie in the mid-Eighties with a cult following. Unfortunately the cult caught up with it and kicked it into little bits. Just about everyone has now dubbed the film a disaster of biblical proportions and George Lucas must be longing for the old breed of hero that made him a fortune in Star Wars, and Indiana Jones. The sad truth is that here, as in the comic, the joke about a wise-cracking duck that smokes cigars, likes girls, and reluctantly fights crime wears thin in no time at all. What's left is a poorly drawn image that lacks most of the charm of better known cartoon ducks.

Don't, however, avoid this game because of the adverse publicity surrounding the film. Beautifully presented, and well programmed, it rates as one of Activision's better recent releases and deserves consideration outside its unfortunate tie-in.

The plot is to overthrow the Dark Overlord (obviously you must find him first) and your task is split into phases that attempt to cover all of Howard's fictitious abilities. At the start you parachute onto the island, and your first hassle is to recover the backpack that was obviously thrown clear in landing.

The island is really several strips of land separated by water, Mutant Slime (more of this later) or foliage, and it is revealed to you in a pseudo 3D, bird's eye perspective as you move around its surface. Howard himself is truly duck-like, with a slow waddle and a comical Quack-Fu kick when confronted by enemies. These take the form of sprites which pop up from mounds in the ground and home in on you as you move. One kick sends them spinning, and thus helpless, and a second kills them. On later levels they are immobilised for less and less time and come at you in greater and greater numbers. You may, however, destroy their source by jumping on the mounds themselves, although if you're not quick you will find yourself surrounded and trapped.

The game has four levels, which unfortunately have to be accessed separately from disk. Level 1 involves finding your backpack (you can cross water after this) destroying all the mounds on the island, and then crossing the rope-bridge. Scattered around are patches of Slime that can only be leaped over (I found the animation on this a bit weak) and you may walk or swim (sort of ...) in one of four directions. Level 2 takes you to the top of the volcano using the micro-lite aircraft you found in the backpack (handy, eh?). Level 3 takes you through the volcano, dodging cravasses and falling stalactites as you go, and finally the last level lets you use your Neutron gun to shoot the Overlord himself. Then you just have to get out again before it all blows.

Of the 4 levels the second was dull — little more than left, right and up until you land, and the others were passable sub-games in themselves. The graphics were always colourful and generally well designed, and in making sense of a film license Activision have once again shown the others how. Taken all together, however, I felt the slowness of the gameplay less than addictive. The cute waddle that gives your hero his immediate appeal soon becomes tiresome, and the fighting sequences were not varied or fast enough to keep me involved. For the younger player I cannot recommend Howard highly enough but I fear the seasoned gamester will play it twice and never return again.

Tina Milan thinks Howard might go down with the littlies. Is she quacking up?

SCORELINE	
Impact	80%
Originality	60%
Gameplay	40%
X-Factor	40%
OVERALL	**55%**

PBM UPDATE

Welcome to another PBM Update. This has been a very hectic month for me but the arrangements for the PBM Convention are now complete and I have been able to round up the news from the hobby. This month the features are a good look at Arcadia from Jade Games and some ideas on how to start up your own fantasy game. I hope to see many of you at the convention. However if you can't make it but would still like to know a bit more about PBM, just send me a large stamped addresses envelope at the Gamer office and you will recieve a free copy of the soon to be published "Guide to PBM '87", which at present is offered exclusively to Gamer readers.

Calling Scandinavia

PBM is very popular in Scandinavia and quite a few Gamer readers have written to me from this area. A happy New Year to all the Norse alliances and here is a message just for you;

Hallo alle Computer Gamer lesere i Norge, Sverige og Danmark. Jeg hoppas dere tycker PBM Update. Huorfor ikke skrive til mej huis dere har noe paa hjertet (skriv paa engelsk).

My thanks to Peggy Stalsberg (Holy Mary of the Cop Killers) for the translation.

One of the advantages of postal gaming is that distances mean very little. Players from all over Europe are active in British PBM and I would be pleased to hear from them with their thoughts on this pastime. Please write in English for I'm no linguist.

Arcadia

It is always good to see a new company doing well and Jade Games strike me as one that is going to challenge the major names in 1987. They have two new games under development and have recently negotiated a deal to write play by modem games for Atari. Their established game is called Arcadia and, though it has only been running for about nine months, has already attracted over 500 players.

Jade describe Arcadia as a 30 player fantasy wargame and this sums it up very well. You start the game with one city under your control, three armies for scouting, fighting, exploration and conquest. Two wozums — birds that can be used for information gathering purposes and two rocs, whose main purpose is to capture wozums. You have a number of points to allocate towards troops to man your armies and garrison your city and initially you can choose from fairy, undead, or orc warriors. Later on you will have the chance to recruit mercenaries from other races.

The aim of the game is to achieve the position where you and your allies control all the cities in the game. There are 40, ten being free cities initially controlled by the computer. You will probably find that in the early stages you will be interested in recruiting and exploring, and there are many weird and wonderful things to discover but probably most important at this time is to establish alliances, even if you intend to renounce them later on. Arcadia is not a game that you can win alone so write to as many players as possible. Everyone starts the game at the same time so if you can gain an early advantage you will be well set up for later on.

For the wargamer the main tactical skill comes when attacking other cities. There are lots of options regarding battle plans and organisation within your alliance also comes into play. Fighting can occur when you meet armies controlled by other players or by the computer, but here it is more a question of numbers and the retreat factor that you set for your troops.

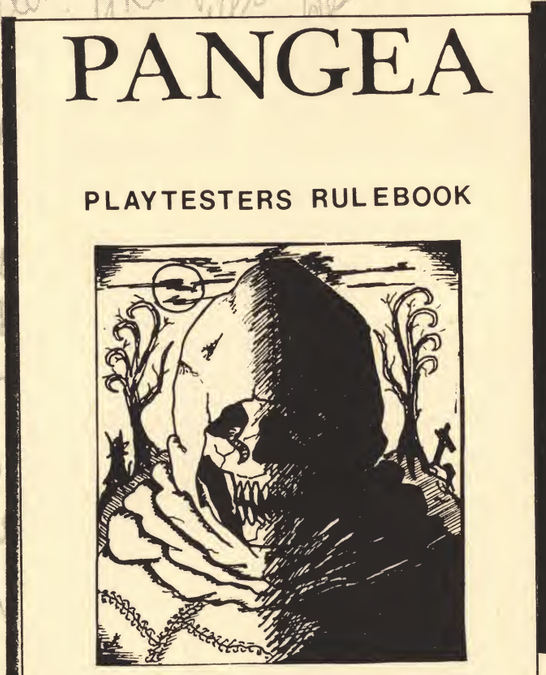
If the fantasy element of the game appeals to you, then you will probably be a bit disappointed early on. Early rounds are entitled 'Phase one, the dawn of a new era' and this is a time of exploration and fortification. You will however find spell scrolls and magic artifacts though their uses may not become apparent until a later phase.

Trade is also a major part of the game. Other armies will not necessarily be hostile and may have items that could be of great use to you for sale or barter. The free cities may be beyond your capabilities for conquest but are important trade centres.

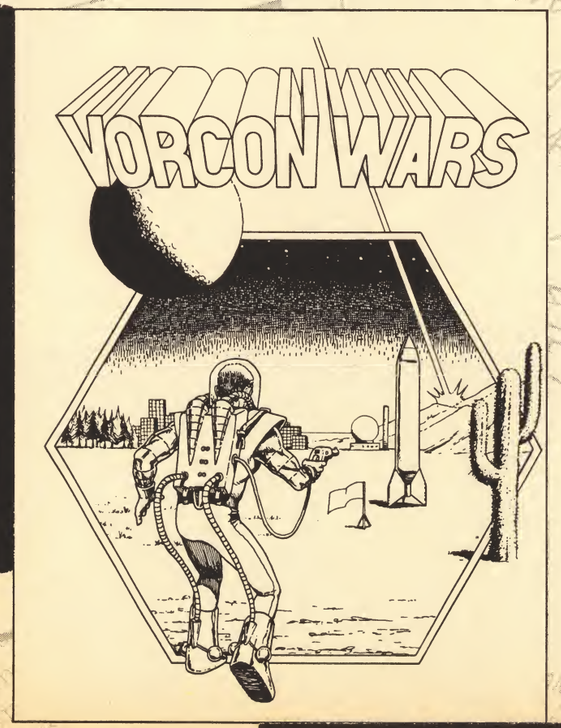
Here are my tips for the game and you may reject them as you wish. I must admit that my success at this game has been limited to say the least. However, you may learn from my mistakes.

Make sure that you leave enough troops in your city to adequately defend it.

As soon as you have enough money from selling your grain in the markets, increase your grain production rate, increase your recruitment rate and start building walls and towers around your city.



Postal gaming is increasing in popularity as each month passes. Mike McGarry takes up his post as surveyor of the scene.



Always leave one army within one move of your city if possible.

Never trust any other player completely.

If you get the chance, attack a city as soon as possible. The other player will not have had time to build his defences and may not have been as wise as you in establishing his garrison.

I would recommend Arcadia to anyone who has not played a strategy type PBM game before. It is not unduly complicated to play but has a lot of the elements that go towards a good game — set turnrounds with few delays, lots of player contact, not too expensive, fast moving, well documented, and approachable game masters. It is entirely computer moderated though you get occasional messages from the GMs and they are always happy to answer any problems. Startup costs £5 and includes a comprehensive rulebook, a wall map and some stickers, future rounds are £1.50.

Starting your own game

A lot of people have asked me for advice on how to start and run their own game. Most seem to have played one of the major fantasy games and feel that they can do just as well. So here are some tips for budding game masters, not from me but courtesy of some of the current giants.

1. Make absolutely sure that you have enough time to run the game. PBM games *can* be run on a part time basis but leave little time for anything else.
2. Spend a lot of time in designing the game. All your towns, non-player characters and scenarious should have as much depth as possible, for you can be sure that the players will soon find you out if you decide to make it up as you go along.
3. Try to think up some aspects that will make your game unique; why should anyone want to play a Saturnalia clone when they can have the original.
4. Get at least 20 experienced players to playtest the game for at least 15 rounds. They will find all the holes in the game that must be plugged before you can think of taking money from it, and you will begin to realise what you have let yourself in for.
5. Spend as much money as you can on designing and producing your startup package. A well printed, well illustrated rule book and good maps, tokens etc. will suggest to prospective players that this is a game that is worth a look.
6. Think very carefully how much to charge. Often you will achieve the best results if you are prepared to take a loss on the startup pack and the first few rounds. If the game is good enough you will start making money soon enough.
7. Seek advice from everyone you can. PBM is an incredibly friendly hobby and even the biggest names are always prepared to give the beginner a few tips.

I would not try to dissuade anyone from having a go at their own game but do not expect to become rich overnight. If you are looking to run the game part-time, limit the number of players to a figure that you can comfortably handle and if you see PBM as a career think very carefully first.

In a future issue I will be looking at the more difficult job of starting your own computer moderated game.

PBM Convention

A last reminder that the Second British PBM Convention takes place as the Porchester Hall, Queensway London W2 on 7th February at 10.30 am. As well as the obvious attraction of the Computer Gamer stand, there will be PBM, RPG (advanced Dungeons and Dragons), wargame and computer game competitions, live role playing demonstrations as well as a chance to sample and talk about PBM. Admittance is £1.50 but the first ten Gamer readers who ring 01-801 0958 will receive two complimentary tickets if they can answer the following question — which game currently running in the UK has the largest number of players?

News

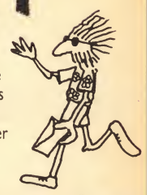
There is not a lot of space for news this month but here are a few snippets:-

Jon Nicholson has released **Super Vorcon** the follow up to the highly successful Vorcon Wars. There will be a full Gamer review later in the year.

Two post holocaust games that are well worth a look at are **The Hunting** from **DMC Games** and **Metro** from **Anarchy Unlimited**. Both prove that it is possible to run a fantasy game without cribbing from Tolkein. The Hunting costs £1.50 a round while Metro is only £1 and comes with a special Gamer offer of only £3 for the startup pack.

The excellent **AEs** (ay-us) which is my tip for the top in 1987, goes from strength to strength and now boasts nearly 300 players. It is moderated by **Legend Inc** and feels more like taking part in a novel than playing a PBM game.

Pangea from **Anvil Games** is still in the playtest stage so if you would like to get in at the start of a brand new fantasy game why not drop them a line. They will be delighted to send you details and put you on the waiting list.



Addresses

VORCON GAMES 59 Juniper Birch Hill, Bracknell, Berks, RG12 4ZG
DMC GAMES 2 Pemerton Rd, Basingstoke, Hants, RG21 2LW
ANARCHY UNLIMITED 30 Hazel St, Leicester LS2 7JN
LEGEND INC. 38 Overton Dr, Chadwell Heath, Essex, RM6 4EA
ANVIL GAMES 74 Aarons Hill, Godalming, Surrey, GU7 2LJ
JADE GAMES PO Box 54, Southsea, Hants, PO4 0ND

TRACKER

When Pandora had opened the box all that was left inside was hope. Is there hope for Rainbird's latest box?

Title:	**Tracker**
Computer:	**Commodore 64**
Supplier:	**Rainbird**
Price:	**£14.95 (cass); £17.95 (disk)**

Rainbird's now familiar boxed games have to be exceptional to merit the rather high price they demand. It's alright giving superb boxes, novellas and playcharts but at the end of the day the game has to have something extra. Tracker is a good game but not a great game in the mould of The Prawn or Starglider and I felt that it will fail to succeed unless the price is cut considerably.

Set in Centrepoint, the malfunctioning leisure complex on Zeugma IV, the aim is to use several TRAC Skimmer craft to outwit the renegade central computer. The computer will defend itself by sending Cycloid robot ships to intercept and destroy any Skimmers under your control.

Centrepoint consists of 22 interlinked sectors which each have a complex network of trackways. Each sector is controlled by a commmunication centre which has to be destroyed to disrupt the central computer's control.

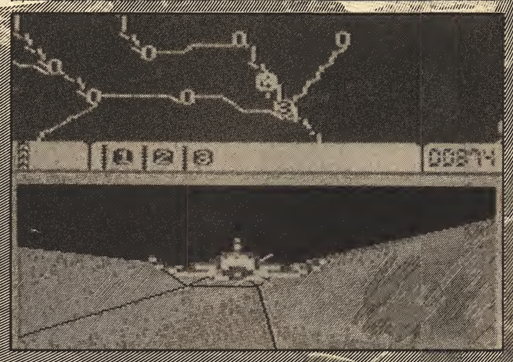
Initially you have three Skimmers under your control but this can be increased to eight. To guide one ship through the complex would be difficult enough but controlling several craft at once will put your mind into warp mode! Each ship needs individual attention when it reaches a junction, or node, of several trackways or when faced with a challenge from a Cycloid. Since the Cycloids far outnumber the Skimmer craft, these demands for individual attention increase as you penetrate deeper into the complex and the more cycloids you have, the more frequently you'll have to intercede.

Unattended vehicles can be placed into autopilot mode which means that they will continue in their present direction until a node is reached and then they will stop. One refinement of this mode is the ability to set a Skimmer on a non-stop course for the nearest communication centre by using a cross-hair cursor. On autopilot the Skimmer is at its most vulnerable and must be frequenly monitored to see that it isn't heading for a Cycloid.

Any of the Skimmers can be directly controlled on a 3D action screen. This is essential when selecting a specific node exit or, principally, when a Cycloid has to be blasted out of existence. The top half of the screen which normally displays the map of the complex in one of four magnifications changes to show the view along the channel of a trackway. As you approach the attacking Cycloid, it springs into view and has to be eliminated with a shattering blast or two of your laser. If more than one of your Skimmers comes under attack at the same time you can guarantee that you will lose one so you must elect to protect the best places and leave any others to their fate.

Although Tacker is a complex piece of programming, I can't say that I was impressed with the gameplay. The strategy element is demanding but not as enjoyable as I initially imagined it would be. Not one of the best Rainbird games I've seen and a bit of a rip off at their prices.

Oh, I haven't mentioned the novella. Probably just as well!

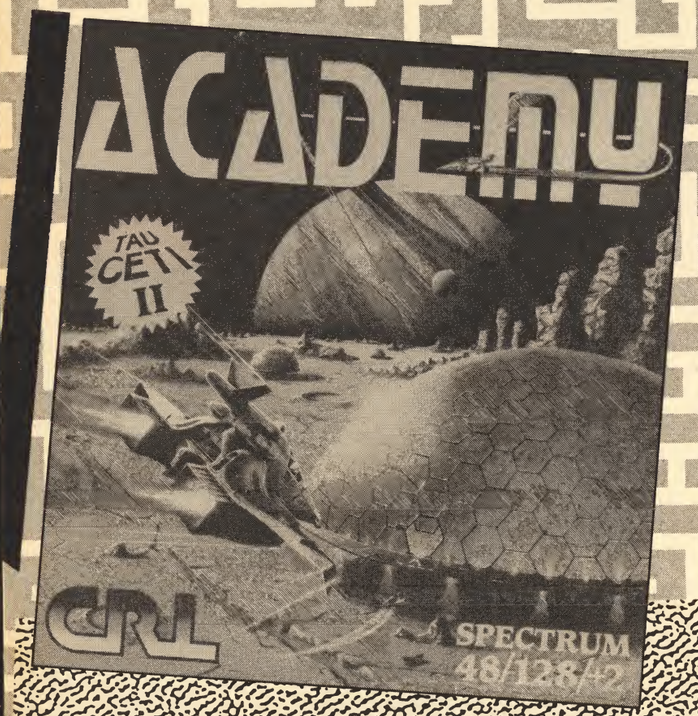


SCORELINE	
Impact	60%
Originality	85%
Gameplay	60%
X-Factor	50%
OVERALL	**64%**

ACADEMY

Competition

We have been monitoring your performance on Tau Ceti and it is obvious that you need practice.



CRL have opened their Academy and they agree that a few people should be offered the chance of a free place on the course. Aapplications are invited from those who think they can pass our initiative test. Only twenty places can be offered so do your best.

Academy is a development from the original Tau Ceti game. You can choose a mission, design a skimmer which will give you the best chance of success and then enter the simulator to see if you were right. The game features superb 3D graphics and an easy to use screen designer so you can place all of the readouts where you need them.

To win your copy of the game make as many words of three letters or more from the words:

TAU CETI ACADEMY

Each letter can only be used once in each new word (so, for instance, you can use three letter 'A's, two letter 'E's, etc, but only one letter 'Y') and all the words you have found should be listed on a sheet of paper accompanied by your entry form. The number of words which you have found should also be written on the back of your envelope.

Twenty winners will receive a copy of Academy from CRL and in the case of a tie the winning entries will be drawn from the editor's hat (it's the only one big enough).

All entries should be received by February 28th and the results will be published in Gamer's April issue.

Academy Gamer February

Name: .....

Address: .....

.....

.....

Attached to this form is a list of ..... words.

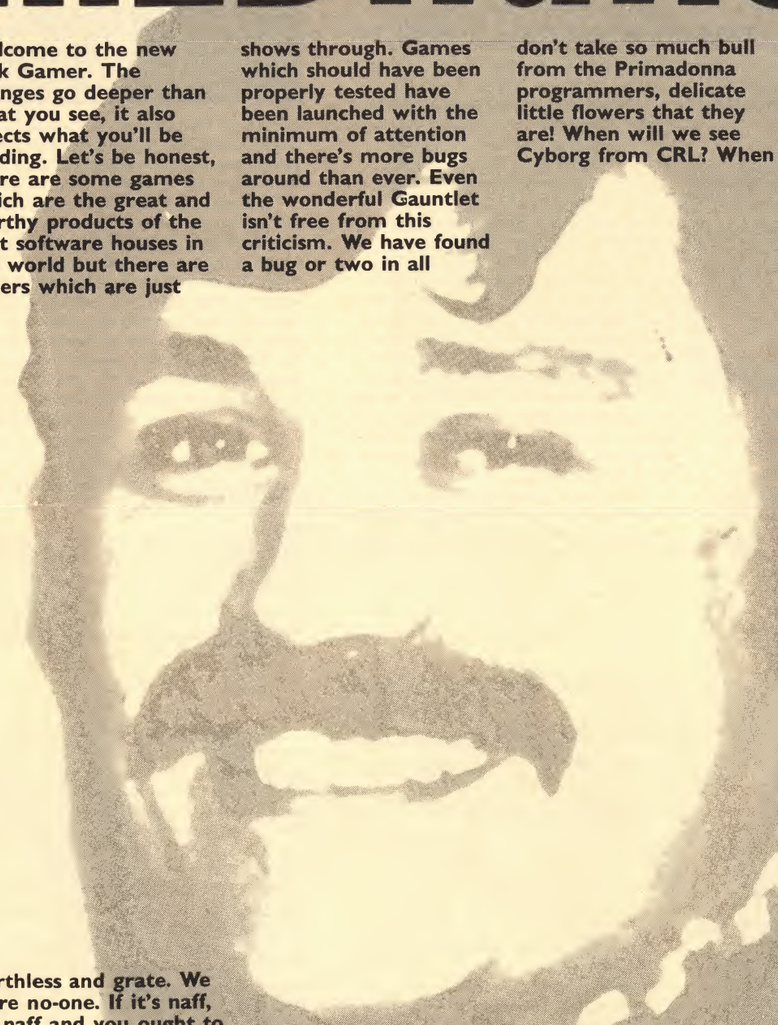
I agree to abide by the rules of the competition.

Signed: .....

RULES

1. The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors or employees of CRL.
2. All entries must be on the correct form — photocopies are not allowed. Multiple entries are allowed, but each must be on the appropriate form.
3. Prizes will be awarded to the best entries judged by the editor.
4. The editor's decision is final.
5. The entry instructions form part of the rules.
6. All entries become the property of Computer Gamer.
7. All entries must reach us by February 28th, 1987.
8. The rules form the condition of entry.

mEDitations



Welcome to the new look Gamer. The changes go deeper than what you see, it also affects what you'll be reading. Let's be honest, there are some games which are the great and worthy products of the best software houses in the world but there are others which are just worthless and grate. We spare no-one. If it's naff, it's naff and you ought to know about it. Equally, if it's great you should know that too and we have initiated the Gamer Gold award to show it. If it gets the Gamer Gold then it's worth your hard-earned pennies.

Over the past few months we have seen the annual farce of the rush to get games out for the Christmas market. This period has been marked by the lateness of some of the games and the panic shows through. Games which should have been properly tested have been launched with the minimum of attention and there's more bugs around than ever. Even the wonderful Gauntlet isn't free from this criticism. We have found a bug or two in all versions. None of them are serious and the game does deserve a Gold award but they should not be there.

It has been said that the home computer market is 'maturing', I think it's going mouldy with companies becoming more concerned with profit than product. Pull yourselves together, set realistic schedules and don't take so much bull from the Primadonna programmers, delicate little flowers that they are! When will we see Cyborg from CRL? When will the Commodore version of Startrek appear? OK Beyond, I realise that it's not all your fault and the ST version looks excellent but will we see the game in March or will it be delayed yet again?

The suffocating dominance of the chain stores is becoming more and more apparent. The way in which software is selected leaves some of the best games out in the cold and dictates what sort of games are developed. Like the pop music business, the commercial aspects of the games industry are strangling originality. The Golden Age of the small, innovative software house is over and the era of the fast buck has arrived.

Not all is doom and gloom, companies like Firebird and Ariolasoft are will putting out original games. US Gold have a few gems on offer though I must say that their policy seems to lack the finesse with which they set the standards in their early days. Quantity rather than quality seems to be the order of the day.

Let's hope that the industry's resolution for 1987 was 'give the customer what he wants' rather than trying to please the bank manager. The software market has been declining over the past few years and I feel I must ask why.

If you have anything on this subject or anything relating to the computer market please write to Computer Gamer at 1 Golden Square, London W1R 3AB.

COMPUTER GAMER

GAMER REVIEW

Title:	**Trivial Pursuit — Young Player's Edition**
Machine:	**C64**
Supplier:	**Domark**
Price:	**£14.95 (£8.95 as expansion pack)**

If you thought that the original TP questions were just that little bit too hard, this could be just the thing that you were looking for. The Young Player's Edition is designed for anyone aged seven and older. Not that the questions are any easier, it is just that they have been restructured for a lower age group to give kids something of a fighting chance when playing against their parents.

The six categories are somewhat different from the original game. They now consist of People and Places, Art and Culture, Natural World, Science and Technology, Games and Hobbies, and Good Times. Questions tend to be on children's books, television programmes and pop records so that parents have a pretty good chance of being totally baffled. Indeed, at the recent Trivial Pursuit Computer Championships, the Journalists had a chance to play this version with the average mark being only seven out of ten.

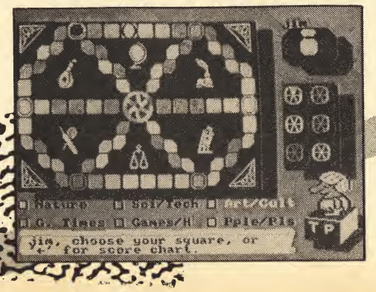
Presentation of the game is exactly the same as the original computer version which is in turn the same as the board game with a few extra enhancements such as score charts. One excellent touch is that the package is available in two versions — game plus question tape or question only tape if you already own the first version. Expansion kits are being planned.

Trivia games on the computer are either very good or very bad. Fortunately, this falls into the former category and can be recommended to any youngster who loves filling their mind with totally trivial bits of information.

G Hamlett

SCORELINE

Originality	50%
Impact	80%
X-Factor	75%
Value	75%
OVERALL	**70%**



Title:	**Deep Strike**
Computer:	**Amstrad**
Supplier:	**Durell**
Price:	**£8.95**

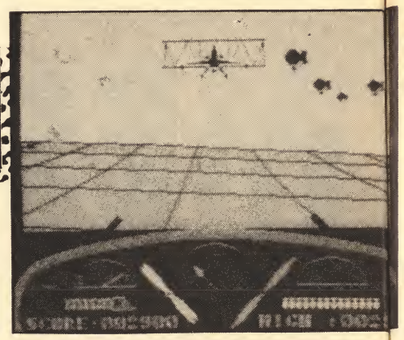
A while ago, Durell flashed into the public eye with their highly successful game: Combat Lynx. This used an excellent new system for presenting 3D landscapes, based around contour lines, it was very effective indeed.

3D landscapes have cropped up again in the latest game from Durell, but in a slightly different form. The game puts you in the seat of a Sopwith Camel escorting a flight of bombers out to destroy a Hun fuel dump. However, enemy planes and barrage balloons are standing in your way.

The screen is set out with you sitting on the bomber's tail and slightly below. Planes come at you and you can shoot at them, although this is quite awkward as the bomber is in the way. The ground is a fast(ish) moving gridded surface with the occasional surface feature to break the monotonous, flat, and yellow surface. Every now and again small buildings appear. Apparently you can bomb these, though the aiming system is a bit crude and I always missed.

Instruments comprise a damage indicator for you and the bomber, ammo and bomb levels, and a compass to guide you through the worst of the flak. There is no gunsight, you just have to aim by the trails of your tracer bullets.

There is a map to help you on your way that lets you see your position in



relation to the position of your main target. Once this is flattened, it is up to you to get the tattered remnants of your flight home for re-fueling.

The game has a nice look to it, and the crudity of the instruments makes it very WWI-ish. However, the 3D effect of the ground never really works. The other 3D effects for the planes getting bigger as they approach is done in steps that are too big, giving the objects a jerky appearance. The gameplay is also a bit wierd due to your plane reacting very sluggishly compared to the enemy craft. This makes it a game that I am none too keen on.

M Roberts

SCORELINE

Impact	65%
Originality	80%
Gameplay	50%
X-Factor	30%
OVERALL	**55%**

Title:	**Pro Golf**
Machine:	**Spectrum**
Supplier:	**Atlantis**
Price:	**£1.99**

Pro Golf is the second Spectrum golf simulation this month and despite being written in BASIC and being a fraction of the price of the Konami version, it is really a much better game.

Up to four people can play and there is a choice of two courses — Sunningdale and Pebble Beach. Each hole is presented as an overhead view with a small inset showing the golfer actually swinging the club. There are various playing options including choice of tee and practice. You can set the wind or ground conditions or let the computer throw out random factors on each hole.

Clubs are selected from the menu with the option of backspin on your iron shots. The direction and power of the shot is then chosen in similar fashion and you're on your way. When your ball has landed, you are informed of the lie and the type of ground that you have managed to hit.

Depending on the hazard, you may find that your next shot is only playable with certain clubs and that there is a reduction in the maximum power available to you. Also there is a random variation in the direction that your next shot goes. For example, if you have a bad lie in heavy rough, you can only use a 5-10 iron with a 48% reduction in distance and a 20 degree random variation in chosen direction. All these figures are tabulated in the instructions.

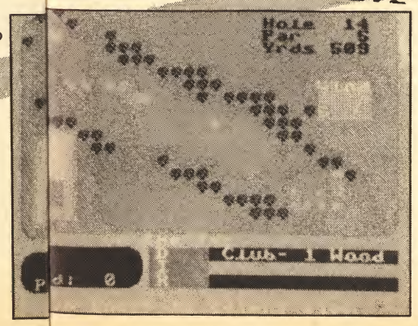
As you actually make the shot, your little man swings his club and you have to time the shot correctly otherwise you will hook or slice the ball, usually with disastrous effects. Once on the green, you have to allow for the direction and degree of slope as you play your shot. More importantly, you have to be very careful in determining the power of the stroke. You can adjust the power from zero to as much as you like. When you hit the ball, this power value decreases and must be less than twelve when the ball reaches the hole. Again, timing is crucial. Too early and you lose power, too late and you hit the ball harder than you intended.

Although the presentation of Pro Golf is nothing stupendous, it is perfectly adequate. Where the game scores over Konami's Golf though is that it creates a much better feel for the game — it is far more realistic. Complete a round here in under par and you really will have achieved something.

G Hamlett

SCORELINE

Originality	40%
Impact	50%
Playability	80%
X-Factor	80%
OVERALL	**65%**



Title:	**Silicon Dreams**
Machine:	**C64**
Supplier:	**Rainbird**
Price:	**£14.95**

A science fiction follow up to the fantasy based Jewels of Darkness, Silicon Dreams is a trilogy of previously released Level 9 adventures. The games have all be reworked to take advantage of the latest parser and compression techniques and, in the case of Snowball, graphics have been added for the first time.

In Snowball, you play the part of agent Kim Kimberley. Awoken early from your hibernation, you are aware that something is wrong, but have no idea what. Discovering how the colour coded control panels work is your first task as you try to avoid the sinister nightingales and save the space ship.

This you manage to do but the powers that be get hold of the wrong end of the stick and accuse you of trying to sabotage the ship and sentence you to death.

In Return to Eden, you manage to land on the planet — the first human to do so and must try to find a way into the city of Enoch. At the same time, you must also give your pursuers the slip as they try to bring you to justice as they see it.

Coming to terms with life in Enoch is the main problem in the Worm in Paradise. It has a strange political system with a thriving market in selling bits of your body to people wishing to become immortal, no taxes but an instant system of fines for the slightest misdemeanour. Oh, there might also be a chance to save the world as well!

The parser is of a high quality and understands such phrases as 'get all except the laser' and 'take the box and open it'. You can temporarily save your position to RAM and, should you make a fatal mistake, the OOPS command lets you go back a step.

The three games come complete with comprehensive instructions and a forty odd page novella. This package is a treat for adventurers everywhere.

G Hamlett

SCORELINE

Originality	80%
Impact	85%
X-Factor	85%
Value	90%
OVERALL	**85%**

Title:	**Winter Wonderland**
Machine:	**C64 and Amstrad**
Supplier:	**Incentive**
Price:	**£7.95**

A couple of years ago, a utility called the Quill took the adventure world by storm. It allowed anybody to write an adventure for themselves, even if they had little experience of programming. Then a rival arrived. The Graphic Adventure Creator has been receiving rave reviews throughout the computer press. Winter Wonderland is one of the first games to be commercially released using the new system.

You have been an anthropologist for some ten years now but that one discovery that will make your name has always eluded you. Just as you are on the verge of throwing the whole thing in, you receive a telex from an old Russian friend who is currently working in Tibet where he claims to have found something extraordinary.

Quickly booking a flight, you land in Tibet and hire a light aircraft to take you to the site. Unfortunately, you don't pay enough heed to the Tibetan equivalent of Ian McCaskell and your plane crashes in the Himalayas. Your only possible help as you prepare to hit the ground is that you see the sun glinting off a building somewhere in the distance.

The land in question does in fact prove to be Shangri La — a people who were supposed to have developed at the same rate as, but independently of, ourselves. In practice, this just means that the city is a Himalayan version of Milton Keynes, complete with huge shopping centre and a fixation with ski lifts.

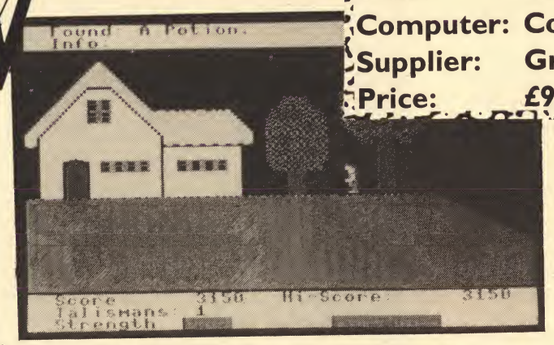
The best thing that can be said about this game is that it is poor. This is nothing to do with GAC although I think it will be some time before it is seen to its best effect. It's just that the storyline is weak with no real atmosphere created within the game. It is also overpriced and would have made an average budget game. Leave well alone.

G Hamlett

SCORELINE

Originality	40%
Impact	40%
X-Factor	30%
Value	30%
OVERALL	**35%**

GAMER REVIEW



Title: Aardvark
Computer: C16
Supplier: Bug-Byte
Price: £2.99

Controlling a long, wet, sticky tongue may not sound like a particularly pleasant task, but it is one that has contributed to a very good game in Aardvark.

Finding himself situated on the top of an ant burrow, Aardy Aardvark has given you control of his enormous tongue in the hope that you can satisfy his mounting hunger by consuming a selection of ant eggs. The eggs themselves are scattered in a maze and lurking amongst them are several other bug forms, few of which enjoy making contact with the pulsating red tip of Aardy's tongue. Things like ants, super ants, queen ants, worms and caterpillars all pose various problems as you try to consume the eggs.

On either side of the screen are several exits from where the bugs appear and the problems arise when your tongue's at the bottom of the maze and the bugs are at the top. The bugs kill Aardy when they touch any part of his tongue, except the tip, so you have to be quick to withdraw it in order to eat them.

The worms are a particularly annoying breed because they can only be eaten tail first and avoiding them head-on can seem, at times, to be a virtual impossibility.

Aardvark is certainly a difficult game but one that continually held my interest. There are over 1,000 maze combinations and 16 levels to complete, all with a good standard of graphics. This is a game that will keep many C16 game players occupied for a while.

Stuart Kirkham

SCORELINE

Impact	70%
Originality	85%
Gameplay	90%
X-Factor	75%
OVERALL	**80%**

Title: The Magician's Curse
Computer: Commodore 16
Supplier: Gremlin
Price: £9.95

Having established yourself as one of the best treasure hunters in the business, you are chosen to explore a strange uninhabited land that no ordinary mortal would dare enter. Rumour has it that an evil magician once ruled there and left behind a priceless golden statue and other treasures that would make a welcome addition to your collection.

The land into which you must venture is divided into 48 screens. To get to the statue you have to collect seven talismen located in different areas but there are also certain other objects that must be located to reach the final screen.

Firstly there are three different potions, all identical in appearance but each serving a very different purpose. There is a magic potion that reveals concealed passages, a posionous potion that decreases your strength rapidly and lastly a health potion that is an antidote.

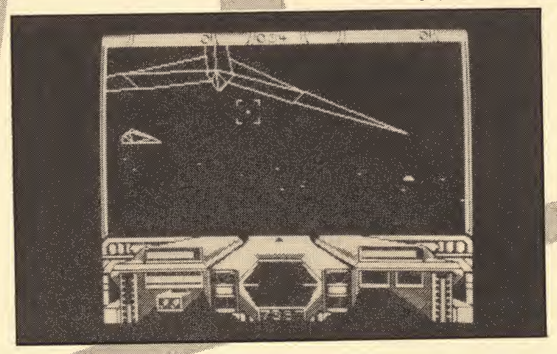
Also scattered around the 48 screens are keys to open locked buildings, a candle to help you to search underground and some goblets of drink to replenish your strength.

Starving vampire bats, apples falling from trees, water and a series of forcefields all stand in your way in this challenging game. A satisfactory standard of graphics and sound combined with eight skill levels of enjoyable gameplay make The Magician's Curse a very worthwhile buy.

Stuart Kirkham

SCORELINE

Impact	60%
Originality	40%
Gameplay	75%
X-Factor	75%
OVERALL	**64%**



Title: Starglider
Computer: Amstrad
Supplier: Rainbird
Price: £14.95

This is the latest game from Rainbird that features the 3D wire graphics that made Firebird's Elite so popular. It was also the game that Atari ST owners were so excited about until they actually started playing the game. The 128K Spectrum version improved (honestly) on the Atari original with a real purpose to the game with missions and things to do. The Amstrad version is a completely different game again, with a slightly different missions system and much better graphics.

To those who haven't seen the other versions of the game, here is a quick resumé: the peaceful planet of Novenia has been attacked by the warlike Egron's in huge bird-shaped spaceships built to mimic the natural space-going Starglider birds on their migration through the Novenian star system. These spaceships managed to slip through the orbital net of Sentinel space stations guarding the planet.

Soon the planet is under Egron rule and the only defending ship left intact is a museum piece on Novenia's moon. You fly this ship and have to save the planet single-handed. The game is very Elite-ish, even down to some of the attacking ships that have a very familiar shape to Elite craft. The main difference is that Starglider is fought out on the ground. Tanks, transporters, rocket launchers (of various types) all sit around or drive around on the surface. Also on the surfaces are bunkers to re-arm and regenerate your shields, and power towers that you have to fly between to refuel.

For weaponry you have the usual lasers and a maximum of two camera-guided missiles. Armed with all this you then have to start playing the game.

The main aim is to destroy Starglider 1, this is the command ship of the invasion fleet and needs a couple of missiles in its weak point (its rear end) for it to be destroyed. Other than that you just go blasting around until you build up the required amount to earn yourself a mission.

These missions relieve the tedium of the game as they give you something to go for. Usually an extra item of equipment like a super missile or a rear view scanner. These are the only two items of equipment that I have found so far, though the section on the cockpit display for indicating which items of special equipment are present can show more than two — perhaps items such as the energy unit present in the 128K Spectrum are provided.

Picking up energy is one of the harder things to do, as a power tower transmitter is made out of three towers formed into a pair at one end and single pylon at the other. Between the single pylon and the pair, power is transmitted along subterranean cabling and can be picked up by skimming along the ground between the pair of pylons and towards the single pylon. Your energy then gets recharged. However, this can be rather difficult when there are walkers and stompers (they do exactly what they sound as if they do) marching all over the place, shooting at you and stamping on you.

The graphics are very good and quite quick. Colour has been added to a certain extent and this is especially effective when the self-propelled gun is tracking towards you in glorious close-up. The graphics are also fairly fast and have none of the flicker that you might expect. The design of the objects is also very good, the Starglider drones (though not Starglider 1) look most impressive flapping around.

The game comes with the now obligatory 64 page Rainbird novella. On this occasion it is a reasonable work that you really must read in order to work out what you are trying to do in the game. The instruction book is much smaller at a mere 15 pages, but it packs in all the necessary information that you might want, thought it is a bit over-verbose at times and it can be difficult to pick out the wheat from the chaff.

A good looking game with a high perceived value, though it goes get boring after a while as there is so little depth to the play.

Mike Roberts

SCORELINE

Impact	90%
Originality	85%
Gameplay	55%
X-Factor	35%
OVERALL	**66%**

Title: The Way Of The Exploding Fist
Computer: C16
Supplier: Melbourne House
Price: £7.95

At long last, The Way Of The Exploding Fist has finally reached C16 owners. However for those of you expecting something as addictive as the other versions then prepare to be a little disappointed.

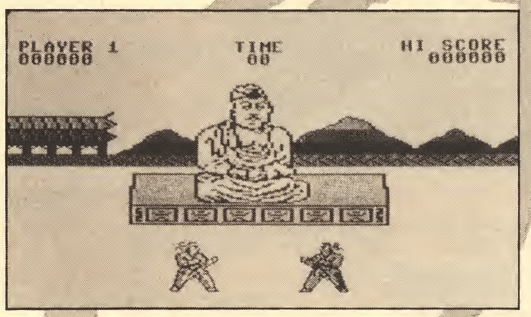
The major problem with this game is the infuriating movement restriction that prevents you from doing moves such as the flying kick to the head or the forward and backward somersault. When playing in the one player mode it can become particularly frustrating. Having reached 5th Dan Status the next computer opponent is, it seems, twice as fast and almost impossible to beat without the help of the somersault, kick, etc ... so the game becomes increasingly annoying.

Apart from this great irritation it is a good adaptation of the game with nice graphics and a very good joystick response.

Stuart Kirkham

SCORELINE

Impact	70%
Originality	50%
Gameplay	80%
X-Factor	38%
OVERALL	**60%**



Title: Five Star Games
Computer: BBC
Supplier: Beau Jolly
Price: £9.95

The computer business becomes more like the music business with every month that goes by — stars, charts, promotion budgets and, increasingly, exploitation of the back catalogue. Beau Jolly is a bit like K-Tel: grab the rights to some hits, repackage them for maximum appeal and count the profits.

Not a bad scheme at all, especially when the package is as strong as this one. For just under a tenner you can pick up Geoff Capes-Strong Man, Deathstar, Twin Kingdom Valley, Repton and Combat Lynx. The real question is, I suppose, just how many of these you have have in your collection already? However, the cost is only just greater than one ordinary game so you can be quickly in profit yourself!

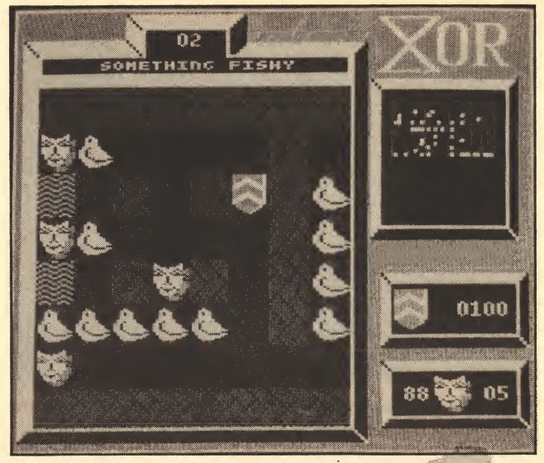
There are certainly three classics here: the excellent arcade puzzler Repton (and if you've never seen this or one of its two sequels, then you've missed a real treat), the shoot-em-up Deathstar and the flight and warfare simulator Combat Lynx. These, I think, should all be in your collection.

The other pair are weaker: the Geoff Capes game does not inspire me at all and, although it is rumoured to be a classic, the graphic adventure Twin Valley Kingdom I find tiresome. However, this is an excellent collection, bound to please a great many BBC owners. I just wish the choice could have been a little more imaginative and adventurous ...

Dave Reeder

SCORELINE

Impact	60%
Originality	70%
Gameplay	70%
X-Factor	70%
OVERALL	**68%**



Title: Xor
Computer: BBC
Supplier: Logotron
Price: £12.95

You may have seen a sample version of this game, given away on the cover of our companion BBC title A&B Computing. If not, then may I suggest that you do, and quickly?

Logotron are well known for their Logo series of programs (now accepted as the standard by Acorn in the Compact) and for the support that they give to their software. Now, in a radical new move, they are attempting to give that same level of support to a game — but what a game!

Basically, Xor is a series of mazes which you must clear of masks, using shields as your playing pieces, in a certain number of moves. Ho hum. However, the game is so expertly programmed and so filled with humour and style that it becomes instantly compulsive.

The graphics are excellent and the puzzles fiendish — one level, for instance, has masks which turn the lights out leaving you with a dark screen and the problem of finding the mask that will switch them on again.

Lively touches abound too. On later screens there are fish which fall if unsupported and chickens which fly across the screen when disturbed! Nothing is simple either. The mazes and puzzles will intrigue and fascinate you and if, like me, you're a fan of the Repton series, then this will also appeal to you.

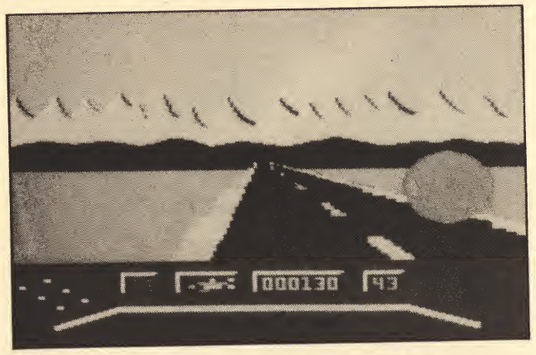
In the future Logotron are to release a maze generator, a special school edition and a collection of the best games players' maps — support, as I said.

It may be unusual, it may not involve killing aliens, but do buy this one. You will not regret it!

Dave Reeder

SCORELINE

Impact	80%
Originality	80%
Gameplay	90%
X-Factor	90%
OVERALL	**85%**



Title: Elektraglide
Computer: Amstrad
Supplier: English Software
Price: £8.95

This phenomenally fantastic, futuristic road-race game, previously only available to Atari and Commodore owners, is now out on the humble Amstrad. The idea of the game is to drive your car across alien looking landscapes. 3D objects block your path like floating prisms hanging over the road and zig-zagging, bouncing balls shoot down the road towards you. All this is supplemented with enemy aircraft dropping sinister glowing pillars in your way.

The road is strictly in the standard mould with the 3D, dead flat road stretching away in front of you to a horizon replete with the 'traditional' mountains. Alongside the road, trees appear occassionally and every now and then a tunnel looms up on the horizon and you flash towards it. This heralds the next stage of the run.

The game proceeds section by section with a time limit on each run, any time left over from one section is carried over to the next. The original game had no score — it's not whether you win or lose, but how you play the game — but, like the Commodore 64 version, the Amstrad variant has a score related to time and distance.

There are three different tracks in the game. Named England, Australia, and America. These three tracks bear little resemblance to their adopted countries (mountains in England?) and are just different tracks with different colour schemes. Each one is about five sections long — so you should spend a lot of time with this game.

The Amstrad implementation has taken a very long time. The original game was written around the very special processing abilities of the Commodore and Atari video chips, along with the relative high speed of the 6502 processor compared to the Z80 processor in the Amstrad. The result is a lot better than it could have been. The road moves very quickly, but the movement of various objects can be a bit slow and jerky, though this only really shows up when approaching or leaving a tunnel. The Amstrad's good colour ability is used to its full effect and the whole thing looks very attractive.

Whilst you are thrashing around all these roads there is some really incredible music playing away in the background. I admit that it isn't as good as the Commodore 64 and the Atari versions, due to the limitations of the Amstrad's fairly crude sound system, but it is still excellent — real scene setting stuff . . .

On the whole, this is an extremely enjoyable game that is one of the few that I will keep coming back to over the next year. Play it and believe it!

Mike Roberts

SCORELINE	
Impact	90%
Originality	85%
Gameplay	90%
X-Factor	95%
OVERALL	**90%**

Title: W.A.R.
Computer: BBC
Supplier: Martech
Price: £8.95

In a year that has already produced two excellent and classic shoot-em-ups (Galaforce and Psycastria), BBC owners gain an extra treat with this superb space game. I'm not sure if this is a direct conversion from another machine but, even if it is, it is a gem!

A small vertical window holds a very smoothly scrolling vertical planet surface. Your ship can move in all four directions but, obviously, you must move deeper and deeper into the game and get past the surface to the enemy's installations. All the while, of course, you are being buzzed by wave after wave of aliens and having to dodge certain buildings on the surface. A bit like a cross between Uridium and Galaforce, I suppose.

The graphics are amongst the best I can recall for the machine, the sound effects involving and the game play compulsive. It is perhaps the nearest game so far on the Beeb that captures the style and excitement of playing in the arcades. Well done, programmer Michael Archer — more please!

Well done, too, to Martech who usually embarrass us with real turkeys like the Sam Fox Strip Poker game. This has to be one of my nominations for BBC Game of the Year!

Dave Reeder

SCORELINE	
Impact	90%
Originality	85%
Gameplay	90%
X-Factor	95%
OVERALL	**90%**

Title: Spiky Harold
Computer: C16
Supplier: Firebird Silver
Price: £1.99

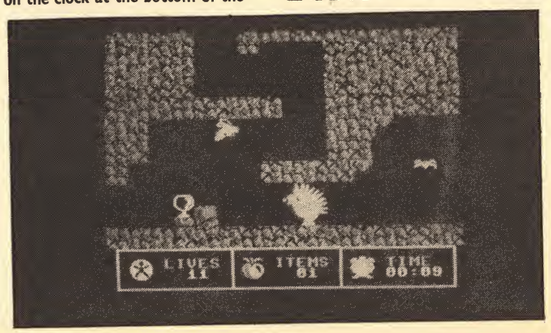
The object of this game is to gather enough food for Harold the hedgehog to live on during hibernation. The essential items are scattered on and below a large hedgerow whose other inhabitants would rather see our spiny-backed hero starve to death. Amongst the many items to be collected are coins that give extra lives, glasses of wine that reverse Harold's directions, apples and other such delicacies but unfortunately all the items are protected by wasps, rodents, sulphur clouds, bouncing balls and other devices.

All the items have to be collected within the 24 hours displayed on the clock at the bottom of the screen. If you manage to gather all of the items in the allotted time, then you must return Harold to his pad where he can sleep the winter away.

Spiky Harold is a good platform game and has plenty of entertainment to offer for such a small price.

Stuart Kirkham

SCORELINE	
Impact	60%
Originality	34%
Gameplay	85%
X-Factor	75%
OVERALL	**64%**



SCORELINE

With our brand new look we have decided on a radically new marking system. We believe this to be the definitive system of software evaluation but an explanation of the categories will clarify the finer points of the scheme

The Scoreline is the reviewer's considered opinion of the success with which the program entertains and this is reflected in the Overall percentage derived from the four categories.

IMPACT relates to the audio-visual appeal of arcade style games but equally evaluates the atmosphere created by a text-only adventure. It includes all of the elements of the game from sound and graphics to the quality of the packaging.

Some games require very little by way of explanation but other games may necessitate a weighty tome of instructions. Woe betide the simple game which overdoses on bumph or the complex one which skimps on textual detail.

ORIGINALITY is a rare commodity these days but even old ideas can be given a new angle to refresh the cerebral pleasure cells. The umpteenth version of 2D Pacman can expect rough treatment here but the shoot-em-up deluxe will be applauded.

GAMEPLAY is an essential quality of a game, if you need the dexterity of an octopus coupled with the brain of an Einstein then the playability factor will be low. Using the Q key for pause and the P key for quit will be similarly penalised. On the other hand, key redefinition and joystick rationalisation will boost the value here. Slow response or over eager control will similarly suffer.

X-FACTOR is a little more difficult to comprehend. Some games may have gross graphics, soporific sound, zero originality and be virtually impossible to play but still possess a certain addictiveness. Other games may score highly in most categories but have a serious bug, loading problem or may just be in extreme bad taste. The X-Factor gives the reviewer the facility to express an aversion to sickly coloured cassettes, permit a hangover allowance or an adjustment for any other aspect of enjoyment not covered by the other three categories. In short, it's a fun factor.

We now have two types of award: the Gamer Gold and the Bane of the Month.

Gamer Golds will be awarded to those games which reach a sufficiently high overall score but the award will be weighted towards the Impact, Originality and Gameplay categories.

At Gamer we've noted certain other magazines which set a cut-off mark of 90% for an award. Games are often awarded 89% and just fail to receive their deserved accolade, any reviewer who can show me a 1% difference between two games can have my job tomorrow. In program assessment, percentages are arbitrary, comparitive values NOT statistical values. It's just a simple means of saying that this is a mark on a scale of a hundred, the actual value is a reviewer's estimate. Our awards are made with this in mind.

The Bane of the Month is not necessarily the worst game, in fact, it may be potentially worthy of a Gamer Gold! A seriously flawed masterpiece is as much a candidate as the type of game in which the loading is the most exciting part. So it's not always a Duffer but certainly the kind of game which gets you reaching for a crucifix to hold it at bay!

Enjoy the reviews, we think they're the best in the biz.

GAUNTLET™

Amaze our friends with a screen designed by you in the forthcoming addition to Gauntlet.

Our featured game this month is Gauntlet and we are proud to offer 20 copies of the game to the most sneaky, fiendish and cunning readers. To show that you're nasty enough to deserve a prize you must prove it by sending a map for a new level of the Gauntlet dungeon. The craftiest design will be forwarded to US Gold for inclusion in the forthcoming Deeper Dungeons expansion set as the official Gamer screen.

US Gold are also offering the outright winner a plaque commemorating the achievement and an offical Gauntlet multi-coloured T-shirt.

To help you design your own dungeon we include a map of Level 4 of the official US Gold game and a key to the generators, treasure and other features found in the game. Draw your design neatly on squared paper to the same dimensions as our example. Please attach your entry form firmly to the back of the drawing and send it to

Gauntlet, Computer Gamer, ASP Ltd, 1 Golden Square, LONDON W1R 3AB.

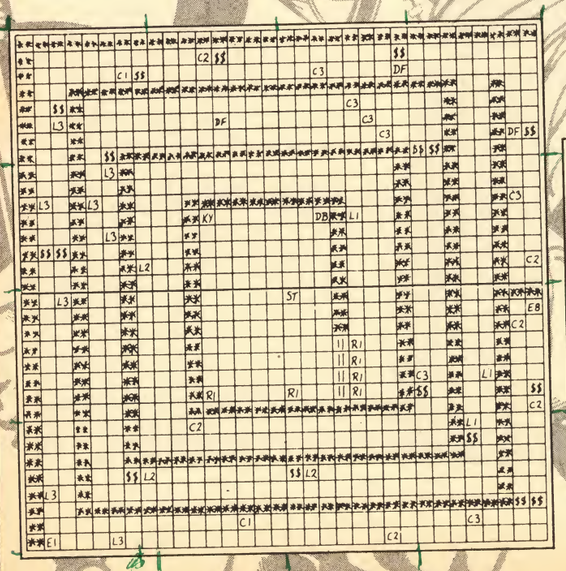
All entries must reach us by February 20th, 1987.

We regret that we cannot return any maps unless you enclose a stamped, addressed envelope with your entry and write **SAE** clearly on the back of your envelope. The map selected as the Gamer map will not be returnable but the designer will receive a free copy of Deeper Dungeons, as well as the original Gauntlet game, the commemorative plaque and T-shirt.

Symbols which may be used in your design:

Floor:	blank	Destructable Food:	DF
Wall:	**	Non-Destructable Food:	NF
Destructable Wall:	*3	Poisoned Food:	PF
Trap Wall:	*T	Destructable Potion:	DB
Horizontal Door:		Non-Destructable Potion:	NB
Vertical Door:	::	Invisible Amulet:	IN
Start:	ST	Key:	KY
Exit:	EI	Trap:	TP
Treasure:	SS	Transporter:	TR
GHOSTS:		GRUNTS:	
Ghost, Strong:	G3	Grunts, Strong	R3
Ghost, Medium:	G2	Grungs, Medium:	R2
Ghost, Weak:	G3	Grunts, Weak:	RI
Generator, Strong (coffin):	C3	Generator, Strong (liar):	L3
Generator, Medium (coffin):	C2	Generator, Medium (liar)	L2
Generator, Weak (coffin):	CI	Generator, Weak (liar)	LI
DEMONS:		LOBBERS:	
Demon, Strong:	D3	Lobbers, Strong:	B3
Demon, Medium:	D2	Lobbers, Medium:	B2
Demon: Weak:	DI	Lobbers, Weak:	BI
Generator, Strong: (hole):	H3	Generator, Strong	N3
Generator, Medium (hole):	H2	Generator, Medium:	N2
Generator, Weak (hole)	HI	Generator, Weak:	NI
		SORCERERS:	
Sorcerer, Strong:	Z3	Generator, Medium (castle):	T2
Sorcerer, Medium:	Z2	Generator, Weak (castle):	TI
Sorcerer, Weak:	ZI	Mr. Death:	DT
		Generator, Strong (castle):	T3

Use the symbols sparingly, you don't have to use all of them.



Gauntlet **Gamer February**

NAME: .....

ADDRESS: .....

.....

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I agree to abide by the rules of the competition.

Signed: .....

Computer owned: Spec/Ams/C64
(ring as appropriate)

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The game is set in New York City in the late 1990's. You role-play the part of a gangleader who controls a group of misguided youths. The city has severely deteriorated. The brave citizens who remain are now in a life and death struggle with the ever increasing number of drug-crazed street gangs. The New York Police Department is severely undermanned.

Your main goal is to become a very powerful gang. This is measured by building your gangs turf into one of the largest and by becoming one of the richest, toughest, and most notorious gangs in the city. This will allow you to enter the MOB, and maybe later, become the Godfather.

On a typical turn you could send your Pros, Punks and 'Cruits out to take over a couple of city blocks and ambush an enemy gang, rob or firebomb a building, buy and sell drugs, have yourselves a party, terrorize the residents, and much more.

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EARTH WOOD

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ROBOT RASCALS

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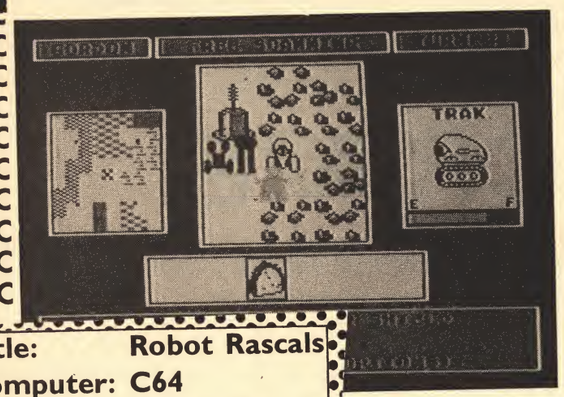
GAMER REVIEW



Title:	**Robot Rascals**
Computer:	**C64**
Supplier:	**Ariolasoft**
Price:	**£16.95 (disk)**

Well, it had to happen, I suppose. Computer games have been threatening to incorporate board games for some time now, and the Domark brothers brought the two unnervingly close in recent months. Enter Ariolasoft/Electronic Arts (last heard of on Marble Madness) with one of the strangest games of the past year, and potentially one of the most enjoyable.

Basically, this is a treasure hunt game with lots of frills. The screen is split into 3 main windows: one showing the whole map, one a localised area, and one depicting your particular robot character. There is also a text window for information on your progress and a rather useless colour bar just in case you couldn't tell by shape and name alone which icon was yours. The object of the game is to find a variety of items (there are 24 in all) and return them to the start point of the game — the first one to do so declares it (the computer will take your word for it) and that's that. There are two things that determine the objects you search for; the Item Cards and the Luck Cards — you will find a pile of each in the box and you leave them face down on the table for all the players to take one when instructed.

The item cards have one object pictured on each. Basically you should be searching for the objects you hold, and you may hold 4 Item cards at one time. The Luck cards give you instructions as to what should be done with your current hand of Item cards, and this does not take into account which objects you may already have found. Thus you may have already retrieved an object when you are instructed to give away that particular Item card — in this situation you may either hide the object making it hard for the player who holds the card, hope that the card comes back to you, or hang onto the object and force a confrontation at a later stage. The Luck cards may instruct you to change, swap or discard any or all of your Item cards and obviously this gets more absorbing the more players are taking part.

In no time at all the frustration involved in this part of the game far exceeds the enjoyment to be derived from the rest of it, and leads me to believe that Robot Rascals is probably a lot more fun at a party than hunched around your average domestic TV.

You may pick one of 10 robots to be your player in the game. In effect your choice makes no difference as they all trundle about in the same way, with no noticeable features or distinctive properties. On screen they move in a particular way, but this is the height of their idiosyncracy, and I think EA missed out here on the chance for some fun role-playing. Anyway, once picked, you can muck around with the energy levels to give you a fair or unfair handicap relative to other players, and start the game. You pick your 4 Item cards and set off (using the joystick) across the on-screen terrain until the energy for that move runs out.

You don't have to exhaust all your energy, indeed it is better not to, but some types of landscape take it out of you more than others. To help you there are teleports dotted around the island, and your robot also has the power to scan for any particular object. When scanning, your on-screen character rotates until he detects the object, stopping and indicating the direction you should proceed in. The faster he rotates, the closer you are — and if you are close enough to pick it up it will be automatically retrieved for you. Both scanning and teleporting, however, cost energy, and if you want to defend your droid against attack from another player it is best to save enough energy to construct shields. Whenever you terminate your go, the computer instructs the next player to take his turn.

At the start of each move, a global condition is set by the computer which governs all players — this covers everything from 'Free Scanning' to 'More Energy' and may help or hinder all players on equal terms. When everyone has made their move the computer picks a new global event and the cycle starts again. It also picks some short and cute ditties to announce major events in the game (I especially liked Home Sweet Home when you reach base) and keeps tally on which objects are owned by which player (but not which Item cards).

From this review, and from playing the game at any length, you will find that Robot Rascals is a highly entertaining and unusual experience. Not only are there several game variations for advanced players, involving 'wild' cards, but the tactics in outmanoeuvering your opponents would not seem out of place in Poker or Whist. On screen you may actually crash into any opponent, steal his objects, and throw them in the nearest river (thus making it virtually impossible for him to reach them) — that's how dirty this game gets! Conserving energy, and keeping secret your hand of Item cards soon become the only way to stay ahead of your rivals, and the instructions help you considerably with alternative strategies and tactics.

On the minus side, I felt EA missed out on several chances to make this a real classic — the graphics, while cute, are really not up to scratch, the speed of play is often too slow, and the playing area is probably too small by half. That having been said, I'm sure Robot Rascals gives us a glimpse of how computer games might develop when we've had our share of shoot-em-ups.

The big question is not whether you'll like this game — I know you will — but whether the shops will stock it. Major retailers like Boots are getting increasingly boring in the choice of games they sell, often caring more about the shape of their shelves than the products they actually keep on them, and I really can't see a square box like this being ordered in large numbers alongside the boringly standard double-cassette cases. If you can take the trouble to seek this game out rather than accept something else in its place, it may actually receive the success it deserves.

Ariolasoft inform me that the packaging is now a more conventional disk pack — Ed.

SCORELINE	
Impact	60%
Originality	95%
Gameplay	95%
X-Factor	90%
OVERALL	**85%**

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GAMER REVIEW

Killer

Shoot 'em ups started the computer games industry and, despite the crowings of the adventure brigade, will be here forever. Mike Roberts is the one with the itchy trigger finger.

I confess that I am a real zappem fiend. I really enjoy the challenge of a good shoot 'em up (what a clumsy phrase). The amount of thought that has to go into out-thinking the 'intelligence' of whatever it is that is out to get you is really exhilerating.

The blinkered adventure and strategy fans always dismiss these types of games as being 'brainless' and requiring no thought. This is usually an attempt to cover up their inability to play these, the most challenging type of game ever invented. How can anybody extol the virtues of spending hours (or even days) slowly solving a puzzle that in real life would have to be solved in minutes or seconds. In zappem games, you still have puzzles, you still have problems, you still have to out psyche the author of the game, and the puzzles and problems are (in their own way) every bit as difficult as an adventure game. The big difference is that shoot 'em up games are in 'real time'.

You have to bomb a certain number of ground targets, avoid others, and pick up some other objects. *And* shoot various ships, ram some sort of craft, and dock with others. All this whilst watching your height, speed, fuel, ammo level, and swapping between different types of weaponry. All this is done at breakneck speed weaving in and out amongst buildings. And, of course, everybody and his brother are shooting you full of holes at the same time.

I'm not describing any game in particular, its just a generalisation, but most shoot 'em ups have this number of things to think about. Some, like Trap by Tony Crowther, have even more to worry about. As you can see a great deal more thought has to be applied than the 'thinking games' (ho, ho!) parents/computer teachers would have you believe.

Here's a selection of shoot 'em ups that have come out recently along with one or two real classics.

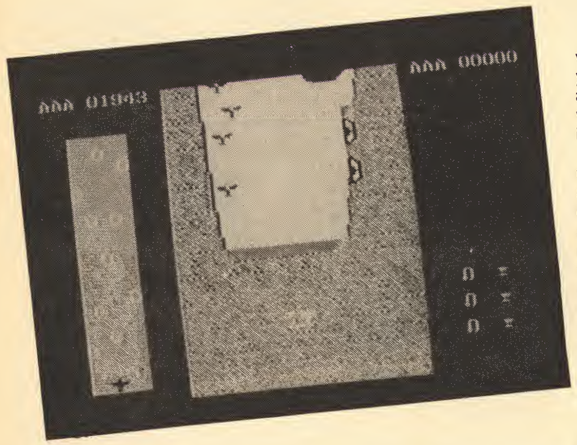
Title: '43 — ONE YEAR AFTER
Computer: COMMODORE 64
Supplier: ACTION
Price: £9.95

This is one of the first games from the Swedish software house Action (or more properly American Action) and written by Greve Graphics.

The game puts you behind the joystick of a P-38 fighter bomber during the American Pacific War. You fly from aircraft carrier to aircraft carrier, and fly over small pacific atols shooting as many Japanese planes as possible. Occasionally a large bomber will appear and you can kill that with multiple shots. As well as three planes you have three loops per level, this is for use in dire emergency, hitting space makes you loop high into the air, thus avoiding your attackers for a short while.

As the more astute amongst you will have guessed by now, '43 is a close imitation of 1942. The Capcom coin-op shoot 'em up that came out in its official guise from Elite Software a few months ago. The 'official' game was extremely disappointing, and failed to capture the spirit of the original coin-op game at all. The screen aspect was completely wrong, and this made the game more unplayable than it could have been.

'43 however, whilst drifting away from the original concept, is a much more playable game and has the right aspect ratio on the screen. The original coin-op game had a screen that was higher than it was wide. The official 1942 reverts to the usual computer screen that is wider than it is tall. This means that you don't get enough warning of an approaching



After six levels (three levels with two levels of difficulty each) you get to the spaceman, which is a Phoenix type of space craft where you have to shoot a hole in it and then destroy the spaceman.

The whole game is very similar to the Galaxians/Phoenix genre and works very well. There are enough differences between this and other games of this type to make it worthwhile. The instructions are extremely good. Instead of just saying 'kill everything that moves', they say 'kill everything that moves' and then gives you a recipe for cup cakes as well as a conversion chart for modifications to the recipe depending on the altitude that you live at!

Definitely a shoot 'em up game with classical aspirations. The graphics are good, colourful, and extremely fast. The usual Wemusic muzak plays along in the background at a cracking pace and the whole thing fits together extremely well. More from The Byte Engineers please.

SCORELINE

Impact	85%
Originality	50%
Gameplay	90%
X-Factor	85%
OVERALL	**80%**

enemy. '43 puts the status information down either side of the screen and thus presents a more vertical screen section and makes the game play more like its original.

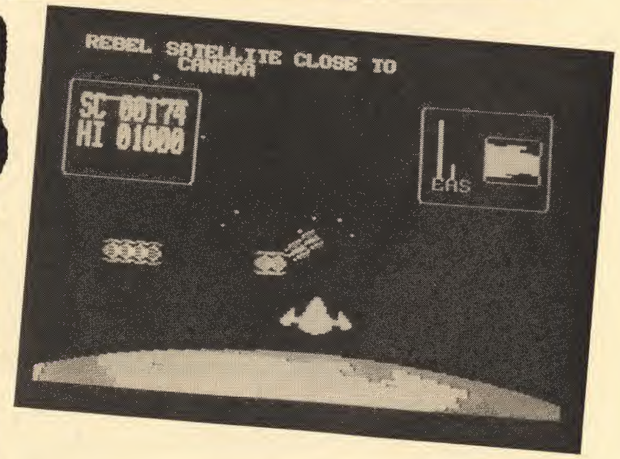
The penalty to pay is in the size of the graphics. In '43 the planes are much smaller than in 1942, but this is an advantage in some ways as you can get lots more craft on the screen without it appearing cluttered and the graphics appearing too chunky.

The game provides 99 levels and a little map of the islands that you will be passing over on one side of the screen. It is very fast and extremely challenging. My one gripe is that landing and taking off at the end of each level takes far too long, though it is a good piece of animation and graphics, it gets a bit boring after the second or third time. Look out for more from Action.

Title: DEFCOM
Computer: VARIOUS
Supplier: QUICKSILVA
Price: £8.95

SCORELINE

Impact	65%
Originality	10%
Gameplay	85%
X-Factor	85%
OVERALL	**65%**



Title: KILLER RING
Computer: C64/AMS
Supplier: REAKTOR (Ariolasoft)
Price: £8.95

New from the recently launched shoot 'em up division of Ariolasoft comes this game from the little known software house the Byte Engineers.

A zap zap zap game in the classic mould. You have a craft that you can move around the screen and that can fire up and down. Waves of aliens appear and you have to shoot them whilst they shoot at you. Aliens start off in set position like in Galaxians, but do not move in waves in the same way as if they were sticking to a rigid pattern.

This is a prime example of the kind of shoot 'em up that gives all of this sort of game a bad name by its mere association. The idea behind Defcom is based on the 'Star Wars' (SDI) defence system being designed at the moment. Apparently in 2056 the aliens take over the fully implemented and deadly orbital defence systems and turn them towards Earth.

The game itself puts you orbiting above earth with your 'bog standard Eagle class E751'. Alien craft come at you from all directions with a selection of fast rotating globe below you that, I assume, is the Earth. Your weapons are a number of beam guns. Which ones you can use out of a possible four is decided by what your current score is. This can be checked, along with a map of the world, and which options have been set, by pop up screens that ingeniously obscure the non-pausing on-screen action to your extreme detriment.

The game has largish moving objects that are quite quick, and some come at you from 'in' the screen, but use the kind of pseudo-3D effect that went out of the window years ago with 'Buck Rogers'. The game is also very difficult to understand in some ways. The instructions go on about a deeper strategy to the game where you are defending different cities. However the indistinct instructions and certain control difficulties make this aspect of the game a bit of a farce. Shoot 'em ups should be quick and easy to understand, almost without looking at the instructions.

In a world of good, mediocre, and bad shoot 'em ups. We don't need another bad one.

SCORELINE

Impact	5%
Originality	35%
Gameplay	10%
X-Factor	5%
OVERALL	**15%**

GAMER REVIEW

Title: URIDIUM
Computer: C64/SPEC
Supplier: HEWSON
Price: £8.95

When this game came out over a year ago, the shoot 'em up world was in a bit of a decline. People preaching the creed of the long, slow, boring adventure game were at their most vociferous. Graphics were even introduced to adventures in an attempt to make those who prefer a quick zap to stray from their chosen path (even though most adventure players can't stand pics).

However, a sign was sent from the great Asteroids player in the sky in the shape of Uridium from His chosen messenger Andrew Braybrook. Uridium was *very* fast, very colourful, and extremely well thought out.

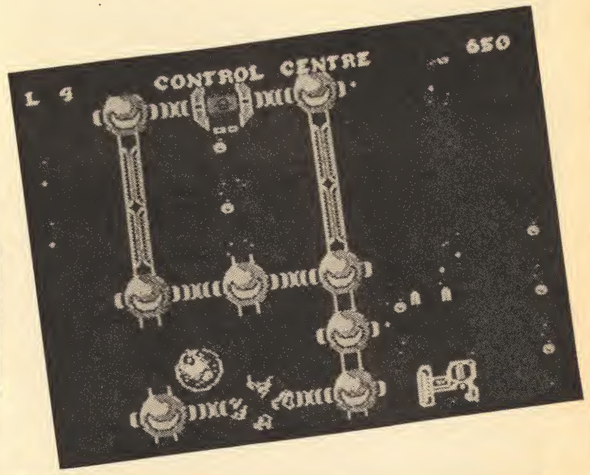
You have to destroy sixteen different space cruisers, each one named after a particular metal. Each craft has various surface targets that have to be wiped out, homing mines to be avoided, and escorting fighters to get rid of. After a set time you have to land on the ship, fiddle with the reactor, and fly away. Blasting as much of the ship that is left as possible.

The game is fantastically complex, and one of the faster games around. The gameplay has been imitated since (see Psycastria or W.A.R.) but never equalled, certainly never exceeded. Uridium has recently come out on the Spectrum, where most of the original is retained, but without colour or as good animation and speed. Perhaps they'll get around to the Amstrad version soon.

Uridium got the resurgence in shoot 'em ups going, let's hope it lasts.

SCORELINE

Impact	90%
Originality	80%
Gameplay	90%
X-Factor	90%
OVERALL	**90%**



Title: LIGHTFORCE
Computer: SPEC/AMS/C64
Supplier: FTL
Price: £8.95

This is the first release from the shoot 'em up arm of Gargoyle Games — FTL. If you have been in the business for a while you will know that Gargoyle started with a zap game. They then went on to produce Tir Na Nog, Marsport, and the like. Not wishing to tarnish their new image, their latest range of zap games is being released under the new title.

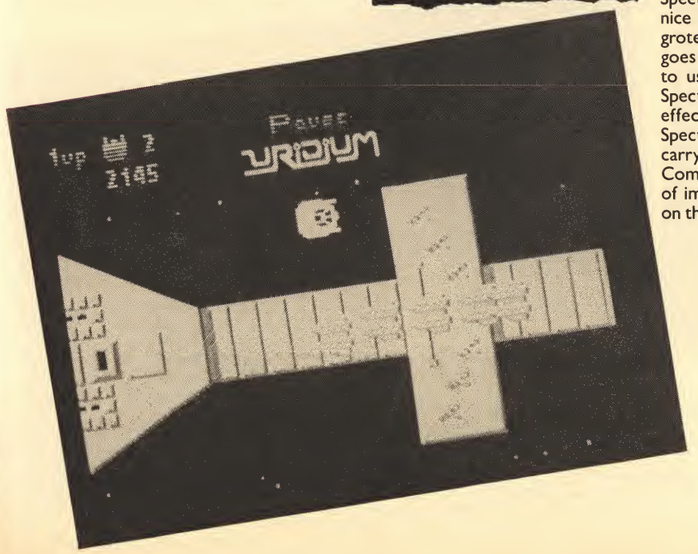
Lightforce started out as a new idea for handling colour on a Spectrum. This gives you some nice graphics without all the grotesque colour clashing that goes on whenever anybody tries to use any sort of colour on a Spectrum screen. The resulting effect is quite good on the Spectrum, but the effect doesn't carry across to the Amstrad and Commodore with the same kind of impact. This is because games on these machines usually are fairly colourful with no problems.

The game itself is very good. You fly your ship across various space and planetary surfaces, with patterns of evil nasties flying around the screen. In addition there are various ground targets that have to be knocked out.

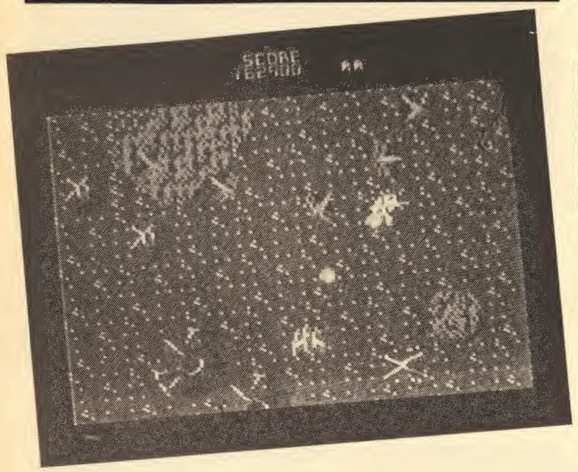
The game is very well presented, the graphics are well thought out, and there is a logical difficulty progression from level to level. In all, this is a well thought out game which is a definitive representation of the genre.

SCORELINE

Impact	65%
Originality	70%
Gameplay	75%
X-Factor	70%
OVERALL	**70%**



Title: TERRA CRESTA
Computer: C64
Supplier: IMAGINE
Price: £8.95



Terra Cresta is the sequel to the old coin-op game Moon Cresta by Nitchibutsu, with the computer version by Incentive. Moon Cresta was also a coin-op game, and now Imagine (who used to do Konami stuff) have licenced it.

One of the more complex zap games, Terra Cresta has you flying over an alien landscape shooting at flying aliens as well as the ground installations and pre-historic monsters that wander around. There are also homing missiles to worry about and supply silos that will improve your ship's armament.

All the usual problems and one or two more to think about. Good graphics and animation make this a good game to play, though rather dated in concept.

SCORELINE	
Impact	85%
Originality	40%
Gameplay	80%
X-Factor	75%
OVERALL	**70%**

Title: PSYCASTRIA
Computer: C64/BBC
Supplier: AUDIOGENIC
Price: £8.95

This generated a lot of interest when it first came out on the BBC as it is very much like Uridium, except it's a bit cut down. However, Beeb people are used to cut down games as long as they run fast and on the BBC it does run very fast. However, when it arrived on the C64 it was a bit slower, still quite a lot like Uridium, but was still cut down.

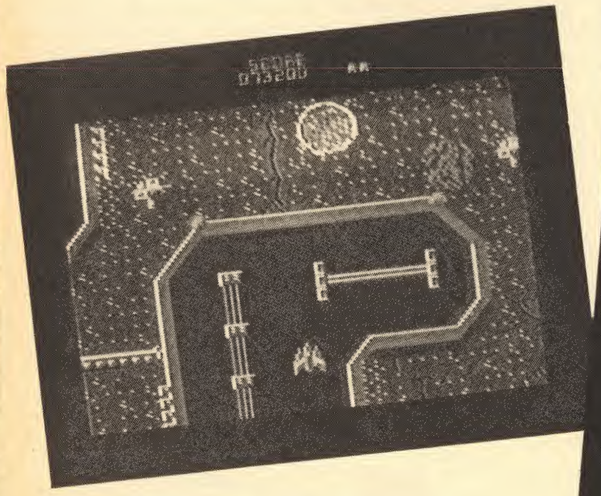
So why buy a clone of Uridium, that isn't as good, for around the same money? No, I don't know either. On the BBC it was all right as there wasn't anything else to compare it to. You can't compare Psycastria and Uridium on the Beeb, because there's only Psycastria.

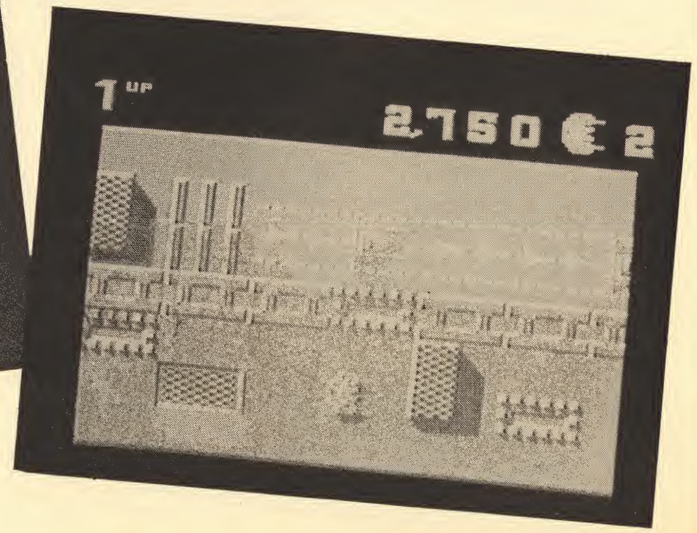
What about the game? well you are in a left/right flying spaceship, that looks like the Uridium ship, and moves in the same way as the Uridium ship. You are flying over 16 different enemy ships, that look very much like the 16 Uridium ships, except the graphics are not so good. And you have a time limit to shoot up certain sections of the ship until you can land at one end of it on a very Uridium-esque landing strip.

On the Commodore 64, Psycastria is plagued by some awful software synthesised speech. A feature it could well do without. Psycastria on the Beeb is a good game, merely because there is nothing to compare it to. However, as the C64 version is plagiarised from Uridium I can see no reason why you should buy this rather than the Hewson game.

SCORELINE	
Impact	50%
Originality	0%
Gameplay	20%
X-Factor	30%
OVERALL	**25%**

So that concludes my wander around a couple of classics, a couple of duffers, and a few of the newer games. Lets hope that the shoot 'em ups keep coming. They're the true computer games.





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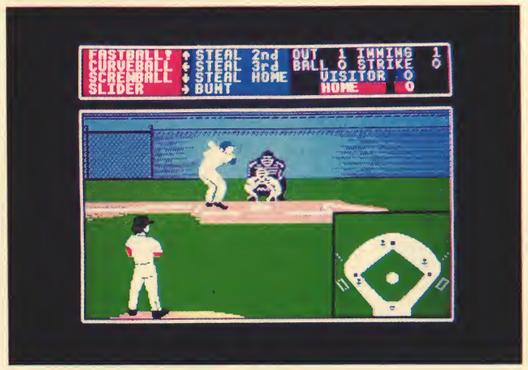

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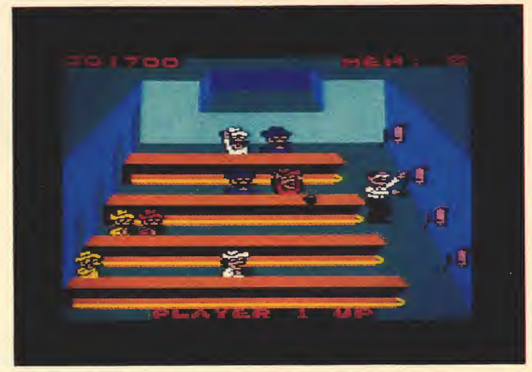

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GAMER Gold Award

GAUNTLET

Gauntlet on a Spectrum? Rubbish! Or perhaps not. Mike Roberts takes up the challenge.

his is the home version of the Atari Coin-Op Game of the Decade, the-four-player-at-a-time game of adventure and role-playing that everybody thought would be impossible to convert onto any computer, never mind the humble ZX Spectrum. US Gold have proved everyone wrong with a version of the game that is similar to the two player variant of Gauntlet that came into the arcades a few months after the original four player version first emerged.

The plot of the game is very straightforward. You and an accomplice descend into the depths of a treasure filled dungeon. Evil nasties abound, and you need keys, food, potion, charms, extra equipment and lots of other odds and ends to survive. Occasionally you find a treasure room where there is masses of treasure and no monsters, but it's a race against the clock to find the exit in time to pick up your extra bonus . . .

In the original coin-op game, four people could play using the four characters that the game provided. Elf, Wizard, Warrior, and Valkyrie. Each character has a number of good and bad points to it. For example, the elf is fast, but isn't as strong as the slower moving warrior, the valkyrie has medium ability at everything and the wizard fires magic balls and has a more potent magic capability than the rest but little hand-to-hand fighting ability. The US Gold verions of the game only lets two people play the game at once. Which two, from the initial four, can be selected at the start of the game from an attractive menu screen that is taken straight from the headboard illustration of the actual game.

One of the big features of the original game was the option for extra players to join the game whilst it was in progress. This is also supported on the Spectrum version of the game. Even if the one player option has been set, a second player can join the game by pressing the second fire button on the keyboard. He will then pop into existence as one of the other three characters (chosen at random) and start playing the game with his full compliment of 2000 health points.

Each character has a number of good and bad points.

This feature can be used to great effect with two players. As one dies he can re-enter the game at the same level as the other player, who will also exhaust his energy a bit later and can re-enter the game as well. It doesn't improve your points standing, but it will get you a lot further into the game.

The implementation of the game on the Spectrum is as close to the original as is physically possible on that computer, at least as far as gameplay is concerned. This is the mistake that Dandy made, the graphics had a lot to say, but the gameplay suffered dramatically as a result. In the official Spectrum Gauntlet the graphics are a bit simplified, but the play is all there as well as the speed.

The gameplay is identical to the coin-op game, the little heroes run around in the same way, the nasty monsters all move around in the same way, the dungeons are all the same as the coin-op game, and all the objects are in the same place. This means that experienced Gauntleteers will not have wasted all their time (and money) practising on the coin-op game.

The only difference that I can see in the game are that, when your energy drops a bit low, you can't shove in extra coins. However, my bank manager thinks this is an excellent idea. Also there isn't a thief to take your posessions, though to replace this there is more poisoned food than usual. Poisoned food takes energy away from you, rather than building you up.

its one advantage is the great speed at which everything happens.

The graphics all suffer from the crudity of the Spectrum, but this is only apparent with the colour attribute clashing as the actual graphics are quite effective and are animated well. The use of colour is extremely limited and characters tend to be a single colour, over four attribute squares, rather than being larger and using a few different attributes. Four attribute squares is around the right proportion of the Spectrum screen in relation to the original Gauntlet screen. This works well and allows the incredible speed of the original game to be translated (in part) to the conversion. The game is certainly faster than on the Amstrad.

The one main difference that the Spectrum game has over the coin-op or Amstrad version is the aspect of the graphics. In the Amstrad and coin-op games, the view is from directly above the screen. However, in the Spectrum game, the view is slightly angled so, instead of having a bird's-eye view, it is more of a 'perched' eye view. Where you can see the characters from above and slightly to one side.

The main problem that I can see is in the way that the different levels work. In the coin-op game, the first nine levels went in strict sequence and the 503 levels after that appeared at random, with the treasure rooms appearing every 3-9 screens also at random. The way it works on the Spectrum is to load them off tape. The game first loads the title and credits screens (both very similar to the coin-op ones) and then the character selection screen. From this you go into the main game and go through all the set pattern screens.

After the set pattern it gets more compex. As far as I can make out from looking at the game and talking to US Gold. The game loads in ten levels at a time. From these ten levels the game actually plays four of them and a treasure room if required, and then loads in another ten. When you get to the end of the tape, you can rewind it to the beginning. From the beginning you go through the tape all over again, but the chances are that the combination of four rooms from ten will be different. Ensuring a completely different chain of levels.

THE DEEPER DUNGEONS

Next year, US Gold hope to release an expansion pack for Gauntlet that will have more dungeons in it. In the same way that Atari released Gauntlet II onto an unsuspecting coin-op public. With the new pack in mind, the people who have bought the game will be asked to design their own dungeons and the best designs will go into the new game.

Half the instruction space is taken up describing how to design levels for Gauntlet, how to enter, and what you win (tee-shirts and copies of the game or disk). This doesn't merely waste space but provides a valuable source of information about the game, consisting mainly of a list of nasties, their generators, and a list of all the other different types of things that you can find underground. Read this, and you won't be surprised by the unexpected.

WELL?...

So, what do I think of it? Compared to the Amstrad game it is slightly inferior especially when viewed in comparison to the coin-op game itself, which isn't particularly surprising. However, its one advantage is the great speed at which everything happens. This totally kills Dandy or any of the other Gauntlet clones.

Compared to the state-of-the-art in Spectrum games, this has got to be the best thing to hit Spectrums since Torus managed to turn out a decent version of Elite. Lets hope that the team of US Gold producing and Gremlin Graphics programming produce more in the future, because Gauntlet is excellent.

SCORELINE

Impact	90%
Gameplay	100%
Originality	100%
X-Factor	85%
OVERALL	**94%**

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GREMLIN

THE DOUBLE

GAMER REVIEW

Addictive Games' Football Manager has a serious rival by Scanatron. Is it really double the fun?

Title:	The Double
Computer:	Commodore 64
Supplier:	Johnson Scanatron
Price:	£10.95

Addictive Games have had the football management game market sewn up for around two years now but an heir is apparent. Scanatron's self-heralded game of The Double is here at long last.

The eventual aim of the game is obviously to win the FA Cup and the League Championship, but you have a lot further to go. Your team starts off in the Third Division and must progress to Division One season by season. This can take some time, but more of that later.

The dream of every manager is to pilot his team to the top of the League. If this can be combined with a win in the Cup then his dream is doubly fulfilled. For players of The Double this dream must be realised before you can honestly say you have completed the game.

Wrong decisions can prove a severe strain on your resources

You may ask why only three divisions have been used. According to Scanatron this is because of memory limitations in realising an accurate simulation of the football scene. This excuse is also used for the rather jerky and simple animation in the graphic match simulations. Personally, I suspect that the programmers have not taken full advantage of data compression although I have to admit that the expressed philosophy behind the game seems extremely ambitious and could account for this memory problem.

At the start of the game you are approached by a Third Division club who are willing to gamble their fortunes on your unproven skills. You either accept gracefully or suffer a reload in the desperate hope that a favourite team might be selected. It's best to go with the first offer in the hope that your skillfull management will eventually attract an offer from your best loved team later on.

As manager your two prime responsibilities are the financial arrangements and team development. Finances are by far the most important, without money you can't get the team you dream of managing.

Apart from buying and selling players you must also decide on employing one or two scouts, a physiotherapist and paying for crowd control and ground improvements. Wrong decisions can prove a severe strain on your resources but the bank can come to your rescue. The amounts that may be borrowed depends on your team's status which can also depend on your bank balance!

Each match you play is preceded by the routine of finding out if you're at home or away. If you're playing at home you will have to estimate the crowd you will draw and inform the police accordingly. Guessing too high will cost extra cash but guessing too low may result in riots on the terraces and a possible heavy fine from the FA. To help you get the closest possible estimate, the game allows you to look at your opponents' support to see if a large contingent of visiting fans can be expected.

You will also have to pay for a physio if any of your team are injured and, if improvements have to be made to your side, one or two scouts can be sent out to suss out likely signings.

This phase is followed by selection of your team from a squad of up to 18 players. This is the last piece of interaction with your team. The computer takes over to select the strongest teams from the squads of the 65 other clubs.

Before the match takes place you have the option of watching your team play, watching another match or just having the results appear on the screen. If you opt to watch a match be prepared to wait because each game takes about 20 minutes. To watch each of the 42 matches in a season

riots on the terraces

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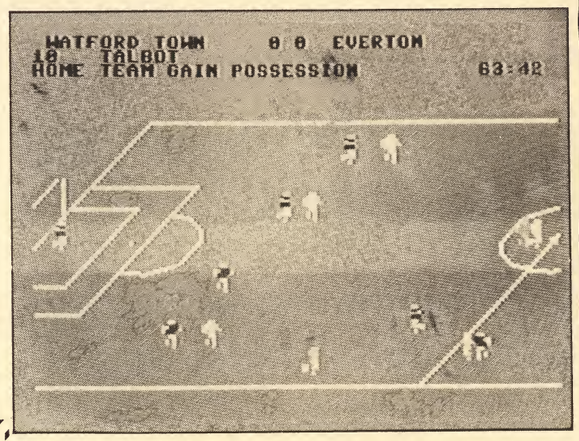
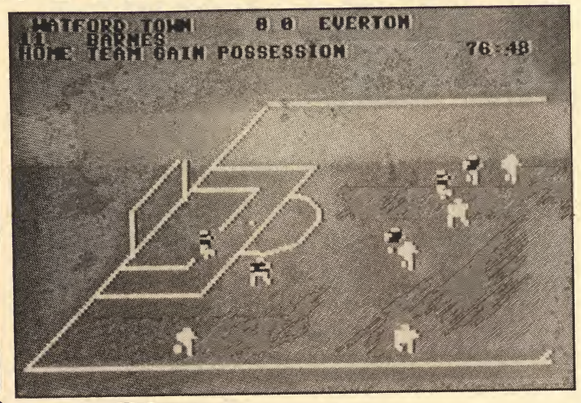
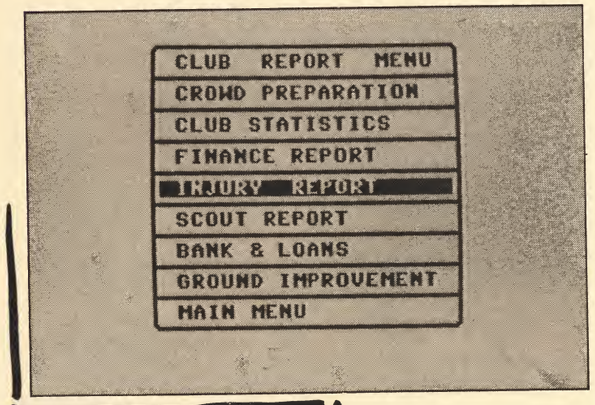
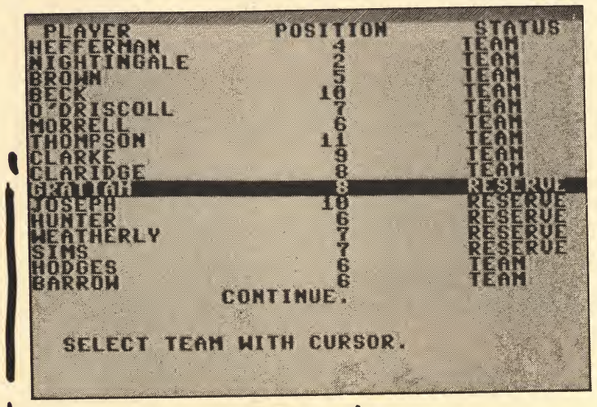


THE DOUBLE







would take 14 hours. This excludes any time spent on managerial matters or the ten minutes to complete updates on other matches and match attendances which accompanies each League game. There are also Cup matches which *must* be watched!

As you can see, you won't win the Double in a day. With good judgement and a fair amount of luck, I estimate that the minimum duration of a Double winning effort would be three days of round the clock gameplay! Thank goodness there's a save facility.

The reason for some of the time taken is that each match played on a particular day is treated individually. As transfers and injuries take place the strengths and weaknesses of each club is affected. This must be allowed for by the computer and each match must be played before a realistic result is calculated. This is the theory but in practise I found that results of the same match could vary considerably. Using the save facility a win of 2-0 was replayed to give a result of 0-4. Perhaps some unseen changes had occurred in the teams but I doubt it.

You won't win the Double in a day

Considering there are 1,000 players' names and 66 different clubs, there are very few errors. Watford and Bury fans will be irritated to see the suffix 'Town' following their team's name and Bury fans will further be irritated by Jakub being constantly labelled Jakup. I think Scanatron should have taken more care to eliminate all spelling errors because it can create a bad impression. On the plus side is the fact that the teams are based on the 1985/86 season. Supporters of teams like Middlesborough will be pleased to see their team in a higher league than their flesh and blood counterparts, though I suppose Wimbledon's fans won't be so pleased.

My given team was Bournemouth and we managed to reach sixth place in the Third Division in our first season. I was then offered a job with freshly relegated Bradford City so I left my mistakes behind me and took up the offer. Currently Bradford and I are riding high at the top of the division with hopes of promotion buzzing through our brains.

My main criticisms centre on the lack of choice when the Cup matches are played and the inability to remove poor players from your side. One of the Cup games must be watched even when your team has been eliminated. Boring (except for the Final). Duff players fill squad positions which could be occupied by better signings but unless some mug buys them you're stuck. Perhaps the ability to dump a few at the end of the season would help.

On balance, The Double is streets ahead of Football Manager and I found that the extreme slowness of the game did not detract greatly from the satisfaction given by my accomplishments. If you're mad about soccer then give this game serious consideration. Who knows, you might not only win the Double but also get to watch a real match and meet a real manager. Scanatron are offering the opportunity to meet Howard Kendall, Everton's manager, after watching the team play a League match. The first person to achieve the Double and provide documentary evidence will win the trip. Mmmm, well I must dash now, Bradford calls. Here we go, here we go, here we go ...

hopes of promotion buzzing through our brains

SCORELINE

Impact	85%
Originality	73%
Gameplay	69%
X-Factor	80%
OVERALL	**77%**

ARCTIC FOX

Title:	**ArcticFox**
Computer:	**Commodore 64**
Supplier:	**Ariolasoft**
Price:	**£14.95 (disk) £9.95 (cass)**

A lone tank battles in the frozen wastes of Antarctica. Eric Doyle takes control of the situation.

The number of vector graphic games seems to be increasing rapidly as the months go by. Until now Novagen's Mercenary gave me the greatest sense of 'being there' but Ariolasoft's Arcticfox is a worthy challenger.

The year of Arcticfox is 2005 and an alien force from the planet STV-7X has taken over the Antarctic regions of Earth. In their frozen seclusion they are busily at work converting the atmosphere to a more acceptable one of ammonia, methane and chlorine. This just will not do and the only weapon capable of defeating the invasion is Slye-Hicks MX-100, codename: Arcticfox.

The enemy have protected themselves behind a force field but the belief is that this can be destabilised by destroying their main fortress. To do this means venturing across the frozen wastes battling against untold odds. Well almost untold, there is a database which details all of the enemy craft and a more formidable line-up I've yet to see.

Basically there are six mobile units which will harry you to your doom. These are usually found in task forces but there are reconnaisance vehicles which use stealth rather than firepower to indicate your location to their forces. The unarmed vehicles creep up along the ground and in the air. The Recon Sled is easily dealt with as long as you watch your radar. The Recon Flyer is much more difficult.

Suicidal maniacs can try the tournament level

Usually the Flyer is accompanied by fighter planes which are the deadliest of the enemy's armament. If the flyer gets close enough it will attach a transmitter to the 'Fox and this beacon will allow task forces to home in on you. Although the plane is otherwise unarmed its accompanying fighters spit deadly missiles in your direction.

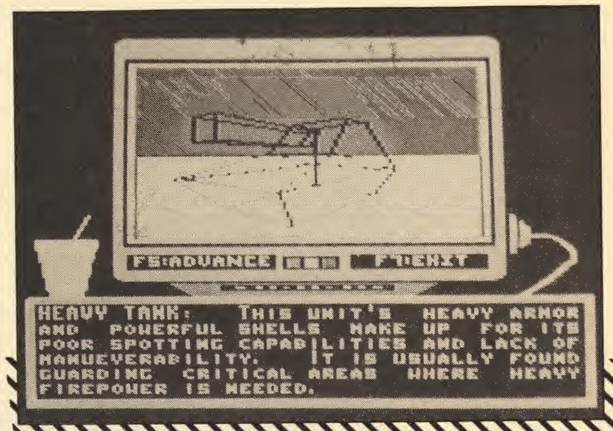
It is possible to blast them all from the skies with a few well aimed shells, but elevating the gun often leaves you motionless and a sitting target for any sharpshooter in the area. By far the best way of dealing with the airborne foe is to blast a missile or two in their general direction. Once fired the missile can be directed by the joystick according to flight control conventions. This means that pulling back on the joystick will make the missile rise, pushing forward makes it plummet earthwards.

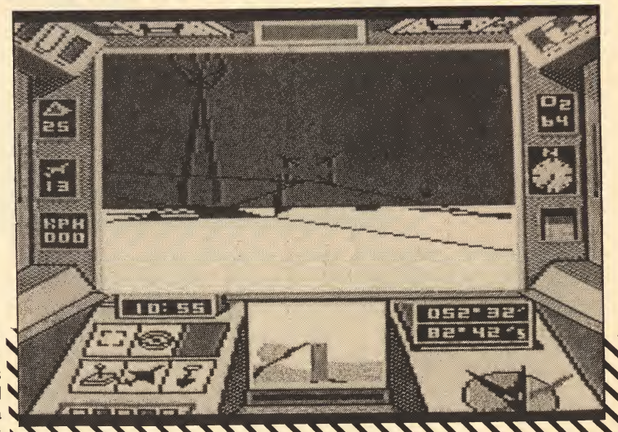
On the ground there are squadrons of tanks which may be dangerous light, manoeuverable vehicles or heavily armoured sluggish ones in areas of greater importance. The Light Tanks are probably the most dangerous because of their swift movements. They can fire several shells in the time it takes a Heavy Tank to fire just one of its blockbusters.

The final mobile massacre machine is the floating mine. These will home in on any tank in their vicinity and blast it to smithereens. Fast action is required to eliminate their threat.

Immobile but potentially more dangerous than any of these weapons are the rocket launchers littered about the high ground vantage points. These units have a firing zone which spreads in an arc of 140 degrees. Obviously the best way to deal with them is to approach from the rear and stick a shell up their backs.

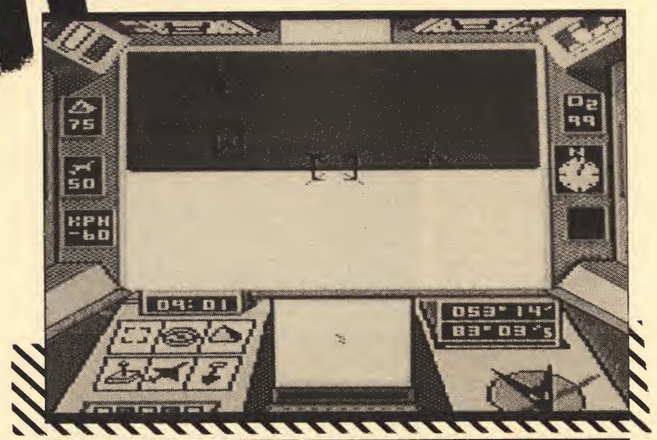
Buildings such as cloaking radar stations, communications forts and the target of the mission, the main

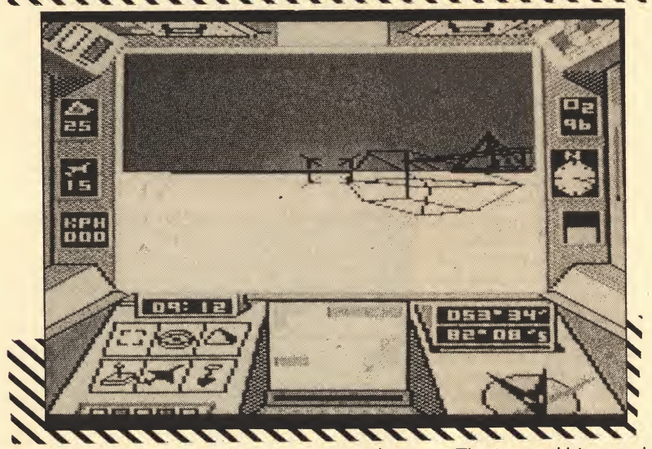




ARCTIC FOX

GAMER REVIEW





fort, may be encountered. Apart from the ring of steel around them they are otherwise unprotected and easy meat for the battle-hardened Commander of a 'Fox. Eliminating these units renders the enemy vulnerable to attack and gives you an advantage in battle which could be decisive.

The final enemy installations which will be encountered are the numerous air converters which are busy converting the atmosphere to the poisonous mixture I told you about earlier. As they are reduced in number, so the rate at which your percentage oxygen count reduces. For a longer game these targets must be eliminated as quickly as possible.

Vector graphics allow you to view any object in a holographic way. As you approach an object it grows in size but, more than this, the aspect changes as you move around or over the object. This facility allows you to climb smaller hills to gain a heightened vantage point. So realistic is this effect that as you climb you can occasionally pop off a shell or two at passing aircraft. This is because of the increased elevation of your gun as you climb upwards.

The ice world is crazed with deep crevasses which must be avoided at all costs. Even though you can pick them out visually it is better to use your compass and radar to determine the most advantageous pathway. The enemy are no fools and often position their main installations on the lip of a crevass which is ready to swallow up any incautious attacker.

The display panel lacks the animated hand which featured on the original Amiga game but is nonetheless an impressive piece of graphics. Apart from the normal forward-facing vector display, you can switch the radar out and a rear view display in. To have two juxtaposed vector displays on the screen at once is a brilliant piece of programming which puts all other similar games in the shade.

All the information you need for your assault is here. A control panel allows you to select the 'Fox's mode. Change elevation, select rear view, drop land mines, fire missiles or change the joystick forward and reverse controls. The final option allows you to go to earth like a real fox by digging down into the snow.

The play options allow you to view the enemy craft or to enter one of the three levels of play. The first level is a practice mode which may be followed by the beginner's game. Suicidal maniacs can also try the tournament level but, be warned, this is Hell on Earth if you're not a seasoned campaigner.

The enemy force field forms an impenetrable barrier around the 'Fox, a handy way for the programmers to define the battlefield. Within this ring is a range of terrains spanning snowy wastes and lush green tundra regions. On snow the tank can reach its top speed of 144 kilometres per hour but on tundra this reduces considerably.

Often the game opens with a face-off between two tanks. The best mode of attack is to move in to close quarters by initially reversing and turning in either direction to avoid the inevitable shell hurled in your direction. Then, keeping the enemy on the edge of your screen, advance until you can allow the tank to slip off the edge of the screen, quickly turn and fire. With a bit of practice you can easily outmanouevre your opponent and slip off a shot before it knows what hit it.

Arcticfox is a state-of-the-art game which uses all of the tricks learned on the Amiga to improve the standard for the C64. It was just a few years ago that Battlezone was the slickest game in the arcades, Arcticfox surpasses this as it supercedes all but the depth of play of Mercenary. The future is here and its name is Arcticfox.

SCORELINE

Impact	97%
Originality	86%
Gameplay	90%
X-factor	95%
OVERALL	**92%**

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GAMER REVIEW

Superbowl

As the Super Bowl approaches joystick coaches can re-create the action of American Football without the bruises. The two latest contenders for the software Super Bowl are Headcoach from Addictive "Football Manager" Games and the next game from Nexus, Super Sunday.

Unless you've been hiding in a deserted cave in Outer Mongolia you must know something of the padded Quarterbacks, Wide Receivers, Running Backs and Kickers that chase an oval ball around a grided pitch.

The essence of the game lies in the four attempts, or 'downs', to progress the ball ten yards. To do this, and fool the defence, the offence must devise a complex series of plays. These usually involve either giving the ball to a running back such as Walter Payton, Eric Dickerson or Marcus Allen to run as far as they can with it or get the Quarterback to pass it forwards to a sprinting wide receiver. If they make ten yards or more then they start another series with a first down.

Reaching your opponents' end-zone (end of the pitch) scores a touchdown with an extra point kick, like a rugby conversion, making a total of seven points. Kicking a field goal scores only three but can be the difference between winning a losing.

Each team play a series of 16 games with the top teams progressing to the knockout playoffs that lead to the Super Bowl.

SUPER SUNDAY (Nexus, C64, Spectrum, £9.95)
This latest game from Nexus takes you straight to the Super Bowl itself in a game inspired by the superb Avalon Hill board game, Paydirt.

All the actual passing, running and kicking statistics of some of Football's greatest teams are packed into this game but in playable form. The details of the 28 teams that contested the 1966, 68, 70, 73, 78, 80, 81, 82, 83, 84, 85, 86 and 1987 Super Bowls are all included and can be matched against each other. You can even play the 1973 Miami Dolphins against the 1984 "Dan Marino" Miami Dolphins. Because of the college draft and players retiring and trading they're totally different teams.

As in Head Coach you choose the plays that the on screen players attempt to carry out. Unlike Head Coach you play every second of the game, call every play, score every point and hear (and almost feel) every bone crushing tackle.

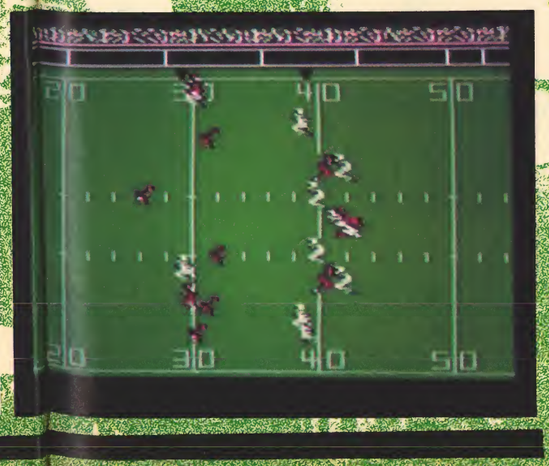
On offence you can choose from four running plays, three passing plays, two special quarterback moves (short yardage ploys), punting and a field goal attempt. You can then select one of three formations either the standard setup, one including four wide receivers and a three running back formation.

Finally you choose the quarterback who is going to throw the ball and the receiver to catch it in a passing play or a runner in running play. Then sit back and watch the action.

In defence the choice is simply to choose a normal defence or one biased to stop a run or a pass. You can then single out opposing players as the ones to get. Either the runner, a specific wide receiver or the quarterback. Get it wrong and you could give away a lot of yards.

I played a pre-production version of this game and enjoyed it despite some annoying bugs particularly when the on screen action doesn't quite match the internal maths. Nexus say these bugs will be investigated and ironed out before the game's release. Even if they don't it's still compulsive action for gridiron groupies.

Nexus is also planning a supplement tape containing the end of season statistics for all 28 NFL teams.



HEADCOACH (Addictive Games, C64, Spectrum, £9.95)
It's almost impossible to mention Addictive Games without thinking of Football Manager. this incredibly simple yet addictive game captured the problems facing a manager. It isn't surprising that Addictive has adapted such a successful system to American Football to produce Headcoach.

Replace teams like Liverpool, Everton and Arsenal for the Washington Redskins, Chicago Bears and Miami Dolphins and you have a similar game in which you face the familiar problems of team selection, player trading (instead of the transfer market) and injuries.

Before each match you receive a scouting report on your opponents that detail their passing, running and line plunging (short yardage) skills both on offence and defence. You then choose your offence, defence, and kicker to take them on.

Comparing the two sets of figures reveals your strengths and weaknesses that you can exploit during the match. You don't get to play the game but an unspecified part of it measured by a time bar in which you must call the plays (run, pass, lunge plunge or field goal attempt) that your on screen team then carries out.

If you're on top of your league after a twelve game season (shortened because the game only features 24 of the NFL's 28 teams to make the fixure list easier) then you qualify for the play-offs, championship games and the Super Bowl itself.

A season usually takes about two hours to play and is followed by the end of season college draft where the teams take turns to pick the best of the new players. Since the teams that lost the most games during the season get first pick you can be sure that every season will be different.

SCORELINES

SUPER SUNDAY		HEAD COACH	
Impact	90%	Impact	65%
Originality	65%	Originality	65%
Gameplay	85%	Gameplay	55%
X-Factor	55%	X-Factor	90%
OVERALL	**74%**	**OVERALL**	**69%**

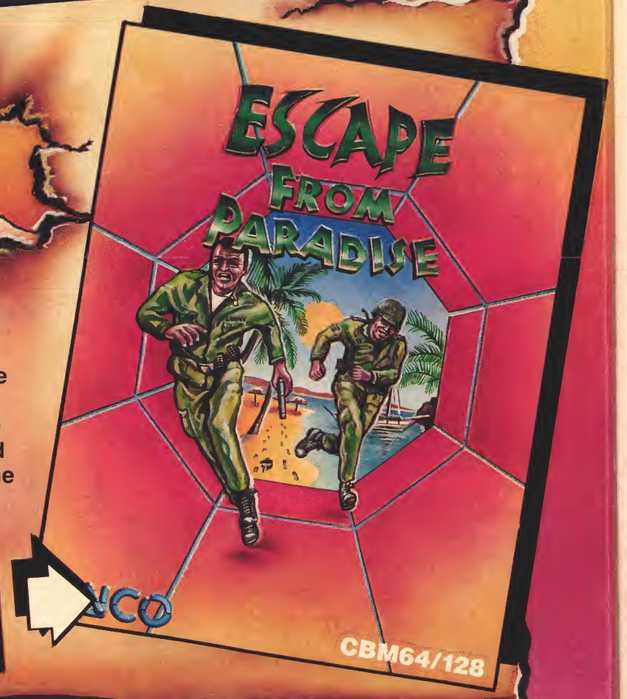
ANCO

MAGIC MADNESS

Acquisition of the four scrolls of magic is vital before COLO, the sorceror can be challenged. Lightning fast action, care in choice of weapons and strategy are vital in overpowering Goblins, Skeletons and other henchmen who will be guarding the scrolls.

PRICE: £7.95 cass. £9.95 disc

ESCAPE FROM PARADISE



Joe had created a paradise deep underground but finds his route has been blocked by strange creatures with strange powers and he must escape to survive. Joe has to move from room to room using any device that he can to help him reach the top and make his escape. The complex is huge and the obstacles are too many, but Joe knows that if he perseveres he will escape.

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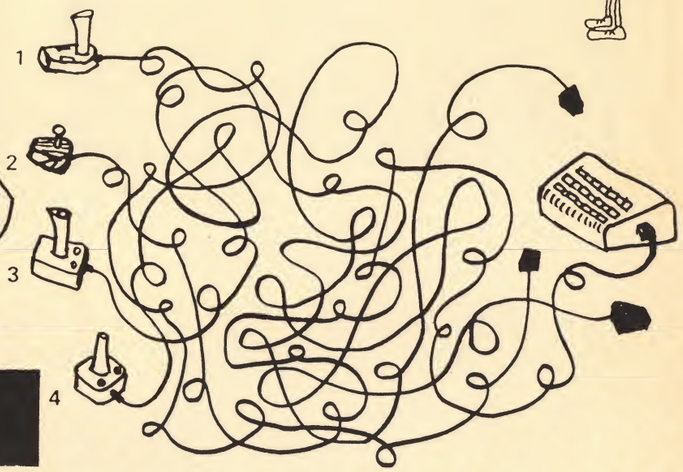
GIVE ME SOME STICK

COMPUTER GAMER

Not one, not two, but TEN fabulous Konix joysticks await ten lucky winners.



So what if you have a joystick already? Chances are it's one of those boring old designs. Any serious games player will tell you that one stick is never enough, different games need different styles of joysticks to bring out your best performances. We've joined forces with Konix Ltd and Solution PR to bring you a competition which you ignore at your game-playing peril.

What better addition to your championship collection of joysticks than an ergonomically designed Speed King? Styled to fit comfortably in your hand, the joystick features a cluster of four sensitive microswitches operated by a small, short-throw lever which allows your natural reflex speed to show through.

The fire button is a sensibly placed bar which lies under your index finger so that you don't have to rest the stick on a flat surface to play your latest shoot-em-up, and you still have the avantage of a two-handed attacking technique.

To become one of the winners of this hunky chunk of high technology cast your eyes over the picture and help little Mike to sort out his problem. As you can see Mike is a messy micro user and he's got his sticks in a twist. He's keen to beat his old high score and get his name in Gamer but which stick should he use?

Help Mike to get his hi-score by sorting out the tangle and tell us which stick is plugged in. There's only one Speed King and this is the one he should be using. If he doesn't he's an idiot, if he does he's an ace.

Work out which stick is connected to the computer and whether Mike is an ace or an idiot, write the number on the form below and then tick the correct sentence to describe little Mike. Fill in your name and address and the type of computer you own. Write both of your answers on the back of an envelope and send the entry coupon to our offices.

Your name could be one of those featured as a lucky winner in Computer Gamer, so go ahead and give it some stick.

RULES

1 Each entry must be made on the official Computer Gamer entry form, correctly completed. Photocopies will be disqualified.
2 All entries must reach us by first post on December 20th 1986.
3 The competition is not available to relatives of employees of Solution PR, Konix Ltd or Argus Specialist Publications, their distributors or printers.
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Konix **Gamer February**

Name: .....

Address: .....

.....

..... **Postcode:** .....

Computer: .....

Mike will use joystick number .....

Mike is an idiot

Mike is an ace

Send your entry to Speed King, Computer Gamer, ASP Ltd, 1 Golden Square, LONDON W1R 3AB.

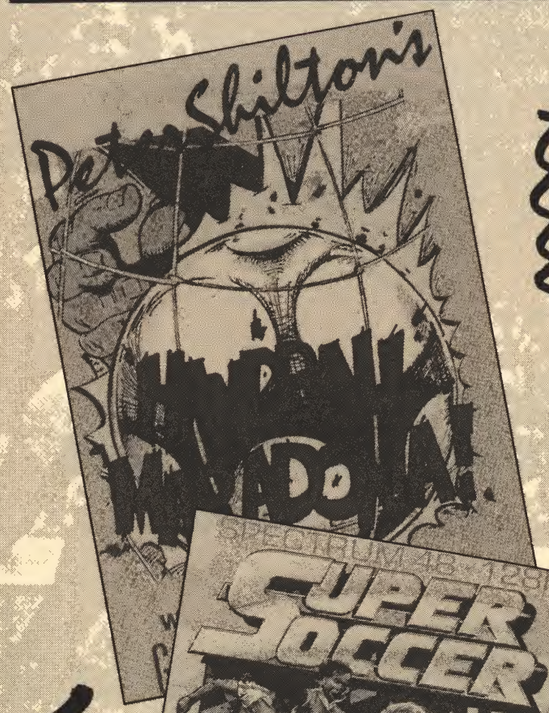
GAMER REVIEW

IT'S A GOAL!

Tony Hetherington tackles a hat-trick of new Soccer Software

A hatrick of new football games are ready to thrill the terraces of joystick Linekers but do they have the excitement of a thrilling FA Cup final or will they send you to sleep like Arsenal's defence?

The lineup for this month's match features the curious Peter Shilton's Handball Maradona from Grandslam (APS), Footballer of the Year from Gremlin Graphics and the modestly named Super Soccer released by Imagine.



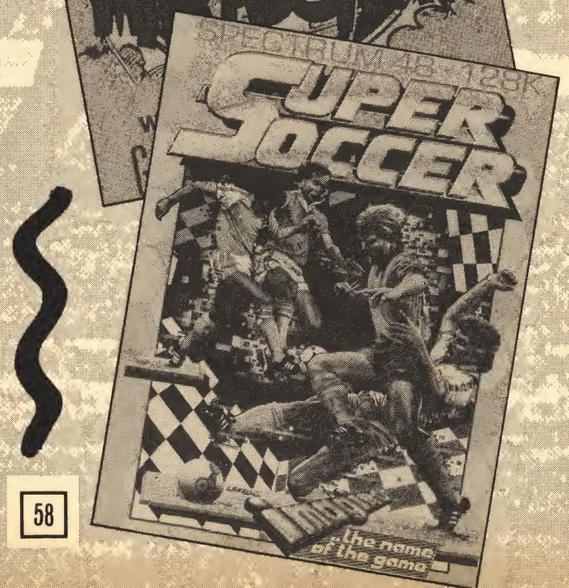
Title:	**Peter Shilton's Handball Maradona**
Computer:	**C64, Amstrad, Spectrum**
Supplier:	**Argus Press Software (Grandslam)**
Price:	**£6.95**

Handball Maradona has two main claims to fame. Not only is it the first game to be named after a single controversial incident in a World Cup match but also contains the infamous phrase "a game of two halves" in it's instructions!

The game can be played in three modes practice, skill upgrading, and playing a match. In each mode you must move your keeper and then make him dive in one of seven directions to save the computer's assorted scoring attempts. These range from corners and free kicks to neat passing plays and single dribbles, but most are easy to stop. If you save all four shots in a skill upgrading session you'll move up the 16 skill levels that range from A to P.

Unfortunately, that's all there is to it. No international matches, no cup finals just an assortment of meaningless matches and sixteen skill upgrading sessions. Peter Shilton's Handball Maradona would be fine as a budget game but at £6.95 it's an own goal.

SCORELINE	
Impact	45%
Originality	70%
Gameplay	30%
X-Factor	65%
OVERALL	**52%**



Title:	**Super Soccer**
Computer:	**Spectrum 48K**
Supplier:	**Imagine**
Price:	**£7.95**

This looks like another rewrite of Ocean's Matchday. This time the game features one and two player options, practice, single game and tournament options and a more realistic gameplay including fouls, set pieces and chips, crosses and lobs. This produces more complicated game controls but a more interesting game.

Now at last here's a computer football game in which you can chop down a forward that's left you standing. You might get a warning or a yellow card but it's usually worth it.

It's at free kicks and corners that Super Soccer scores on it's rivals as before the kick is taken you've got 30 seconds to set your players on a plan of the pitch. Then you can either chip the keeper, lob the ball over the defensive wall or drive a shot from 20 yards out.

Unfortunately, Super Soccer is also very slow to play and best played between two humans of equal ability otherwise you won't stand a chance and will spend most of the game trying to make your players run in the right direction. However, players prepared to put in the practice will find it to be an excellent game.

SCORELINE	
Impact	70%
Originality	55%
Gameplay	65%
X-Factor	60%
OVERALL	**63%**

Title:	**Footballer of the Year**
Computer:	**C64, Spectrum, Amstrad, MSX**
Supplier:	**Gremlin Graphics**
Price:	**£7.95**

Gremlin's Footballer of the Year challenges you to make it to the top and win this coveted award.

You begin the game as a 17 year old apprentice with the team of your choice. You have 10 scoring cards and must buy others as the season's progress.

With a scoring card you can elect to play in a match and, depending on the card's value, have 1, 2 or 3 shots at goal. If you use a card then you immediately head for the action, if not the teleprinter reports the results.

There are only two types of attempt at goal either a penalty or a shot before two defenders close in and tackle you. The number of goals you score is reported and may turn defeat into victory.

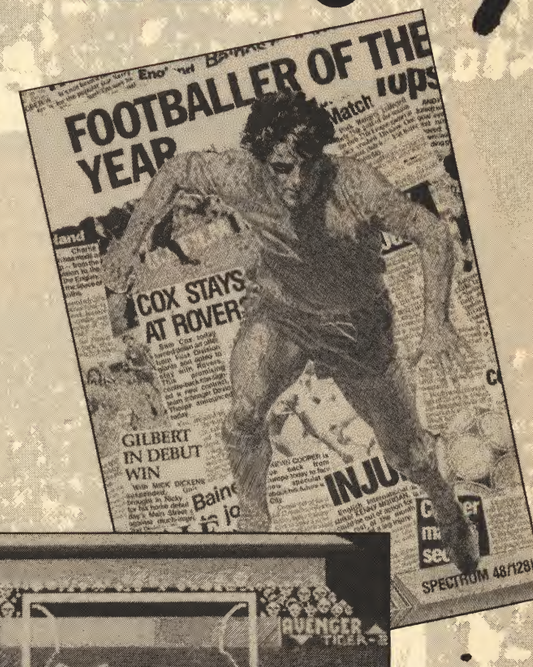
By selecting icons you can view your current status which shows your skill level (from Average to Excellent), your wage level (£75 — £1200 a week) and the division your present club is currently in as well as your goal tally (league, cup, Europe, and International), the league position of your club, buy a transfer, or draw an incident. These are the game's equivalent of a chance card and can produce anything from a speeding fine, pools win, business profit or even a transfer.

Transfers are usually good news as they often mean a wage increase which is more important to a new player than promotion — or even a cup winners medal.

The season lasts the full 42 games and plays in under an hour since the games you don't have any interest in are over in seconds.

Once you get to the first division and reach 'excellent' skill level by scoring lots of goals, you might get picked for international matches (which brings goals and appearance fees) and may even be nominated for the Footballer of the Year Award.

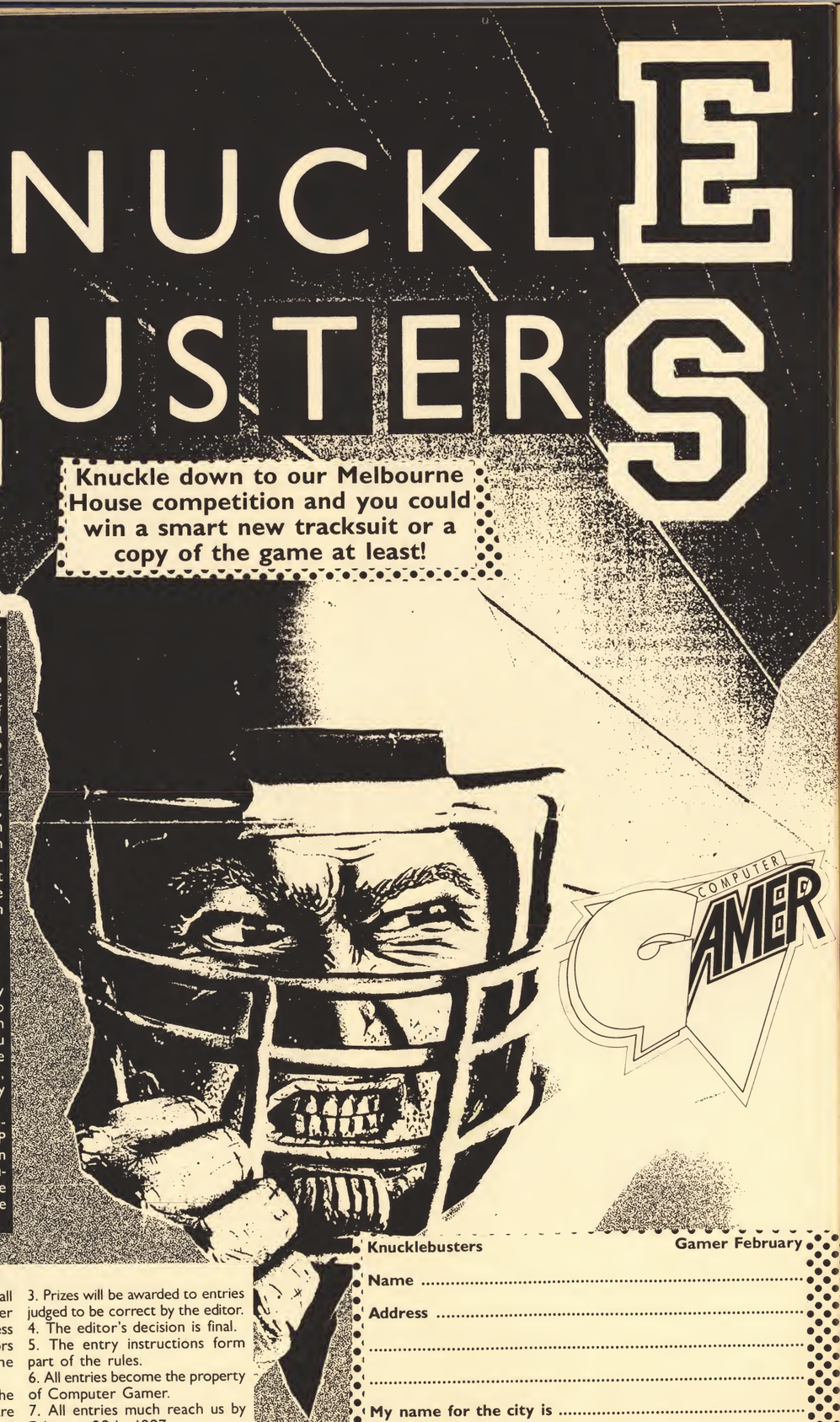
The game is highly enjoyable and incredibly addictive to football fans despite the occasional bug (3rd Division Walsall once played Bayern Munich in a league match, and league cup goals are counted twice!) and the fact it's too easy as I managed to win the award three times in a row!



SCORELINE	
Impact	85%
Originality	90%
Gameplay	75%
X-Factor	65%
OVERALL	**80%**

KNUCKLE BUSTERS

Knuckle down to our Melbourne House competition and you could win a smart new tracksuit or a copy of the game at least!



This is a tough world an' only the brave survive. Knuckle-busters are everywhere an' Melbourne 'ouse wanna help someone, see. What we've blagged from 'em is 20 copies of their fabulous beat-em-up and a special first prize of a tracksuit so you can be a cool dude as you beat the wit out of some wiseguy android.

In the game you become Deke, a rebel with a cause, and your aim is to escape the Penal Reform Centre. Deke has successfully de-activated the alarm systems but the androids are on his trail and he has to fight his way out of prison or become an android himself.

How to Enter

What you must do to qualify for our prizewinners' draw is to think up a name for the city in which the game takes place. If you want to know more. Write the name on the back of the envelope, remembering to put your entry form inside first!

Send your entry to Knuckle-busters, Computer Gamer, ASP Ltd, 1 Golden Square, London W1R 3AB, to reach us by February 28th, 1987. The results will be published in the April issue of the magazine.

Rules

1. The competition is open to all UK readers of Computer Gamer except employees of Argus Press Group, their printers, distributors or employees of Melbourne House.
2. All entries must be on the correct form — photocopies are now allowed. Multiple entries are allowed, but must be on the appropriate form.
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6. All entries become the property of Computer Gamer.
7. All entries much reach us by February 28th, 1987.
8. The rules form the condition of entry.

Knucklebusters **Gamer February**

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My name for the city is .....

I agree to abide by the rules of the competition.

Signed .....

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GAMER REVIEW

AMERICA'S CUP

Title: America's Cup
Computer: C64
Supplier: US Gold
Price: £9.99

For the first 133 years of its history the America's Cup was little more than an excuse for an upper class binge.

The nobility behind the New York Yachting club invited challenges from their equally rich counterparts in Britain, Europe, and Australia to come and take them on to win the trophy. All were soundly beaten yet nobody really minded as they all had a "super time", and the rules were rigged anyway.

The trophy they were competing for was commissioned by Sir Thomas Lipton who also staged the first World Cup and is another example of British eccentricity at it's best. Three years ago everything changed when Australia II won it with a revolutionary new keel design (that's the bit that sticks into the water from the bottom of the hull).

By the seventh and deciding race, the world was gripped with yachting fever as the Australians won. They celebrated with amber nectar and the Americans drowned their sorrow.

That changed the nature of America's Cup racing turning it into the most expensive and bizarre of all sporting events.

In the three years between the antics of 83 and the 86/87 challenge in Fremantle, Australia, a record number of countries designed yachts, trained sailors and raised money as the event became a matter of national pride.

The venue grew from part of the Australian outback to a cross between New York and Las Vegas. If the Australians don't retain the trophy this billion dollar city will sink back into obscurity, but if they win ...

Engineers, sailors and computers have been busy designing, building and testing new hulls and keels to try and make their yacht a little quicker than the others.

The competition is supposed to be for 12 metre yachts but since this is only based on an equasion comparing masts to hulls and so on, some competing yachts are over 21 metres long!

The British challenge comes in the form of White Crusader. There was a White Crusader II featuring a revolutionary new hull design which unfortunately became a revolutionary new flop when they actually tried to sail it. So the original Crusader with a

very ordinary hull design and the now compulsory Australian-style keel design joined the Americans, French, Italians, Canadians and New Zealanders in the incredibly long and involved competition to decide who will challenge the Australians for the America's Cup.

Meanwhile the Australian yachts Australia IV, Kookaburra II, Kookaburra III and Steak 'n' Kidney, battle it out to find out who will defend the Cup.

Both competitions are a series of round robin leagues in which every yacht races each other with the points for winning increasing with every round. The top four challengers then meet in the semi finals and final to find an eventual challenger.

By January this will be over (the British challenge having now faded as in every sport we invent) and the seven race challenge for the cup will be on.

Each race takes about three and a half hours and is hardly a spectator sport and so the parties continue with only the occasional interruption to check on the race position at the end of the course's eight legs.

The Australians desperately want to keep the trophy as much as the Americans want it back. One American syndicate want the trophy so badly that they are spending a staggering 16 million dollars to get it. Now courtesy of US Gold you can challenge for the cup for only £9.99.

Luckily, the game speeds up the action (a race lasts about 15 minutes) and dispenses with the lengthy qualifying stages and is based only on the best of seven races final.

Yacht racing is a complex business with races won and lost over the vital sail changes. Sails are selected or joystick and winched up to down by cranking the joystick around either clockwise or anti-clockwise in movements totally alien to games players. These are almost as alien as the yachting terms of genoas, gibes, spinakers and tacks that you will have to master if you're going to win the trophy.

[illegible] right sails [illegible] particulary when [illegible] the wind. Unfortunate [illegible] course it does [illegible] to sail into a 20 [illegible] most of the race!

To win the race [illegible] you will have to learn the [illegible] terms and tactics involved in [illegible] bizarre competition. Until then [illegible] concentrate on the parties.

SCORELINE

Impact	70%
Originality	65%
Gameplay	85%
X-Factor	85%
OVERALL	**80%**

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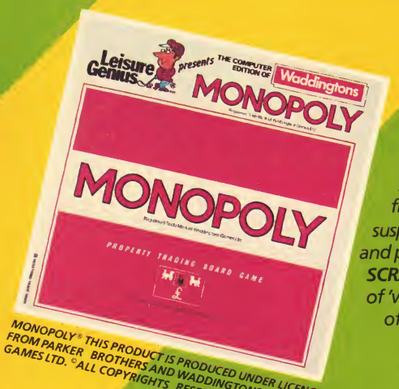

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A = £9.95 *B = £12.95* *C = £14.95*
D = Not available yet, but coming soon! *E = £15.95*

CHAMPIONSHIP WRESTLING

GAMER REVIEW

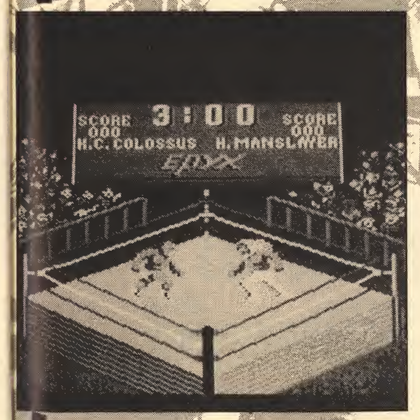
Grab your partner for the latest sports simulation from US Gold.

Title:	**Championship Wrestling**
Computer:	**C64**
Supplier:	**US Gold**
Price:	**£9.99**

Eight grappling greats of the American West arrive on the computer screens to crunch, mangle and maim their opponents in an attempt to win the World Wrestling Title.

The contenders for the title are the biggest, baddest bruisers of professional wrestling who know all of the 25 regulation wrestling moves and a customised one of their own. You can play any of these gripping grapplers in either a practise bout or against the computer. You can also arrange a knockout tournament for up to eight humans to decide who is the King of the Ring.

Before each bout the screen is dominated by a close-up of the combatants as they snarl their motto (in wrestling terms this means threat). These range from the subtle 'I'll rip off your ears and feed 'em to ya!' (K.C. Colossus)



to the incredibly meaningful 'Haaargh! Oooorowrrr . . . KILLL!' (The Beserker).

Then its into the ring for the three minute bout. The scene is set for the match as a capacity crowd prepares to hurl support, abuse and bottles at the grunting grapplers as they pummel each other into submission.

The contest is scheduled for a full three minutes but since only one fall is required to win it's usually all over within the first twenty seconds.

Your first opponent is usually an Indian brave who's definitely on the war path. His motto 'Scalps? I'm talking heads!' should give an idea of what Howling Brave has in store for you. His custom move is the Bow and Arrow which is an incredibly painful arm twist and kick that will stake you out on the mat.

Obvious joystick moves control the actions that are structured so that you only have to move the stick in the usual four directions. The actual result depends on whether you are near your opponent, further away, have him in a headlock or if he's flat on the canvas.

It's best to start the bout with a few punches and kicks to soften up your opponent. These don't score very much but they weaken him enough to allow you to get close enough for the real bone-crushing blows. These also include the spectacular spin kick and flying drop kick that can land you in trouble if you miss. They're usually worth the risk as they score more points and can often prove to be the decisive blow.

Once you get your opponent in a headlock you can drop him on your knee for an atomic drop, hurl him across the ring in a body suplex or pick him up to take him for a spin. Then you can simply drop him on his head for some heavy duty demolition work known as the pile driver, get him nice and dizzy in an aeroplane spin before slamming him on the mat or throw him out of the ring and into the jeering crowd.

When he's flat out you can add to his misery and bruises by planting your leg into his face in a leg drop before going for the pin-fall.

You can add to the fun and your score by climbing onto the ropes to try a flying (turnbuckle) kick or punch. Get it right and you'll score heavily against a weakened opponent but if you miss you could be out for the count.

The strengths of both you and your opponent are shown as red bars in a display above the ring that also includes the clobbering time left in the bout and the comparative scores. Simple moves such as headlocks, punches and kicks score only a few points so you will have to inflict airplane spins, dropkicks and turnbuckle punches and kicks on your hapless opponent if you're going to impress the crowd.

To score big points you must complete your own custom move. This can only be attempted when your opponent is all but flattened and you're still fighting fit. Then simply selecting a right headlock will produce a spectacular move resulting in a win and lots of points for you, cheers from the crowd and a headache for your opponent.

After you've tamed the brave, you can tackle the head butting Beserker, send the cow poke Zeke Weasel back home, hammer the hooded mystery man Zantoklaw, blast Colonel Rooski the Ruski, beat the purple haired Prince Vicious, stack the ghetto blasting Purple Hays and finally earth the electrifying K.C. Colossus.

Your fight continues from opponent to opponent until you either cream them all or are finally flattened. Then if your score is good enough it's recorded as a World Record.

It is inevitable that Championship Wrestling will have to grapple with Melbourne House's Rock 'N Wrestle to see which grabs the grappling groupies.

I found Championship Wrestling to be the easier game to play and graphically more impressive. Championship bouts are dominated by kicking moves and then usually finished off by a spin. In Rock 'N Wrestle the head butt (missing from Championship Wrestling) produces results against ten (that's two more) opponents. Championship Wrestling also allows tournament play between eight humans and also features a World Record table of the top eight scores and a custom move for each competitor. Rock 'N Wrestle more than makes up for this with two more wrestlers, a bopping sound track to pummel your opponent to and more wrestling moves, including the head butt and bonecrushing backbreaker.

All things considered the result could only be a draw between two outstanding games that are far better than the sport they simulate.

SCORELINE

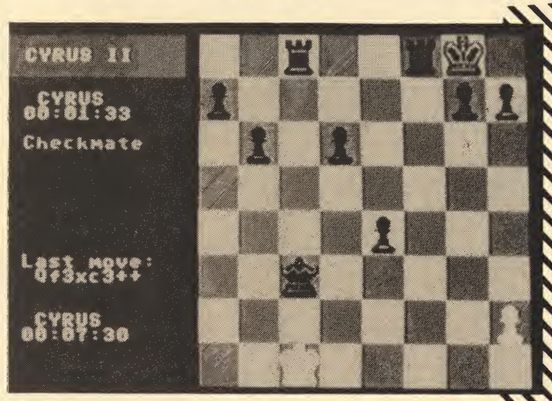
Impact	90%
Originality	85%
Gameplay	90%
X-Factor	85%
OVERALL	**88%**

EPYX®

chess

GAMER REVIEW

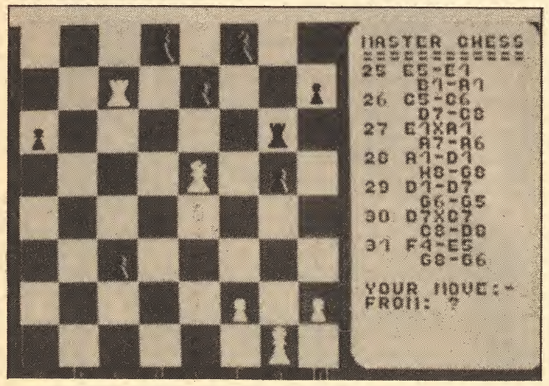
Fancy a game of chess? Gordon Hamlett checks out the latest moves.



If you feel like giving the aliens a miss at the moment, perhaps you ought to consider exercising your grey cells a bit. Three different chess games have just been released, two for the C64 and one for the BBC series.

Cheapest of the three is Master Chess from Mastertronic for the C64. It is far and away the cheapest of the three versions at only £1.99 but none the worse for that. As you might expect at that price though, some of the features available on more expensive models are missing.

The number of different skill levels available to you is as many as you care to choose from as at the start of the game, you input the number of seconds that you are going to allow the computer to analyse its next move. The suggestion is that you start from about thirty seconds and work your way up but if you are an absolute beginner, then shorter



times may be advisable (the editor came in crowing because he beat it on a pathetic 10s, but then he still has trouble remembering which colour he is). *(There goes your payment this month — Ed).*

The main problem is that the computer will take its full allotment of time for each move, which can be frustrating in the opening stages. In theory, you can press return at any stage to force a move but this did not work on my version. Entering moves is by algebraic notation only. On screen, ask for a hint if you are really desperate although there is no guarantee that the move suggested will be the best one available! Moves are entered by moving a cursor around the board using either keyboard or joystick. There is a comprehensive set up position facility. Cyrus II is a stronger player than Master Chess and much better presented but you are paying considerably more for it.

The last of the programs to be reviewed is by far the strongest of the three currently on offer. presentation is average and the only other features available are save game and the ability to set up a position.

Also for the C64 is Cyrus II from Alligata. The first thing to say about Cyrus II is that it has by far the best on screen presentation of any chess game that I have seen. Forget 3-D, it tends to hinder rather than help you play. The pieces are large and clear and there is no problem at all distinguishing between king and queen, bishop and pawn.

There are nine skill levels to choose from ranging from a three second to three minutes response time. Other features not available on Master Chess include a demo mode and the facility to play against a fellow human should you get fed up of the computer beating you. If you discover that your master plan has gone astray, then you can step back through as many moves as you desire. You can also

Colossus Chess 4 is for the Electron, BBC B/+/Master although the full range of features only appears on the latter two models.

A results panel in the instruction booklet shows the outcome of sixteen games against a whole range of other chess programs. Colossus 4's worst result was an 11-5 victory! An incredible 15 of the 21 matches were won 16-0. In a match against Cyrus II (Amstrad version), Colossus won 13-3. Its estimated ELO rating it 1850+.

The game also features a host of features not found in the other games. There are thousands of skill levels to be selected from and you can choose from a whole range of initial parameters if you wish to do so. The computer guesses what move you are about to make and thinks at the same time as you on that basis allowing for deeper analysis. You can display all legal moves for a given piece, replay a game, choose a mode that tries to match your skill and even play invisible chess!

The only thing that lets Colossus down is its presentation. The 3-D representation of the pieces is not particularly clear and the method of changing to a 2-D mode is not very easy being well obscured in the instruction manual. Also included in the disk version is a selection of games featuring computers and a number of problems for you to try and solve. Colossus 4 is also available for other formats but not all the features mentioned above may be present.

All the above games assume a prior konwledge of chess and I am surprised that no-one has packaged a book for beginners with the program, especially as CDS did just that with their recently released Colossus Bridge.

Which one you buy depends on your needs but if you are in the least bit serious about the game, there is no real choice. It has to be Colossus 4.

SCORELINES

Master Chess/Mastertronic/£1.99

Impact	40%
Features	40%
X-Factor	30%
Value	50%
OVERALL	**40%**

CYRUS II/Alligata/£11.95

Impact	90%
Features	50%
X-Factor	60%
Value	60%
OVERALL	**65%**

Colossus 4/CDS/£9.95 (cass) £14.95 (disk)

Impact	60%
Features	95%
X-Factor	80%
Value	85%
OVERALL	**80%**

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GAMER LISTING

SHADOWS

From the Dark Side

by ROBERT BURGESS

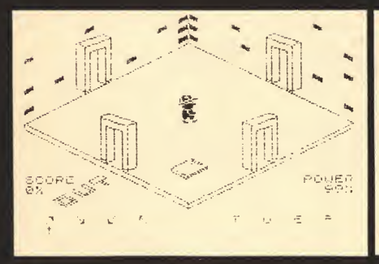
During the dark years, the guardians of evil were banished for eternity to the dungeons of hell. Eons passed, yet evil did not cease, so you too were banished with the promise of repentance if you could slay the guardians and bring peace to the land. You may then find the golden key to escape, so go forth and do so . . .

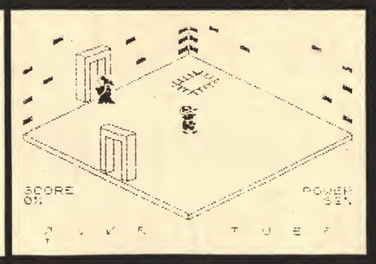
Travel around the 49 rooms of the dungeon, each depicted in 3D, by using the Icon system. You will then find various objects scattered around — half of them useless, the rest will each kill a specific guardian. There are 2 other guardians, and these must be fought to be destroyed. Attempting to fight any others will result in your demise. You have only a certain amount of power, and this is diminished each move in accordance with the number of objects carried.

There are 8 Icons — 4 for movement plus:
T:Take Object
U:Use object against guardian. The right one will automatically be selected if carried
E:Eat a bun if carried
F:Fight a guardian

Hints & Tips

1. Make a map (7 x 7, starting in the middle on the bottom row).
2. Work out which objects kill what, and which guardians to fight.
3. One guardian need not be killed to complete the game.
4. To succeed you must plan the shortest route to the key and back. Take only useful objects because the rest waste power unnecessarily. Make sure you eat both buns as they restore 35 units of power each.






```
  0>REM ROBERT BURGESS 1986
  1 REM
  2 REM * FOR MY MUM AND DAD *
  3 REM
  4 REM *ALSO GLYNN,DAVE,ROB,PH
IL,ANDREW,MARK,STEVE,MIKE,MR.C,L
IZ,JAYNE,KATH,KATIE,NICOLA,DAZ,C
OLIN,13+GROUPIES,ETC.*
  5 REM
  7 CLS : PRINT AT 11,10;"PLEAS
E WAIT": GO SUB 9000
 10 PAPER 0: BORDER 0: INK 7: C
LS
 11 LET B=0: LET X=0: LET P=99:
 LET O=0: LET L=0: LET G=4099: L
ET C=0: LET RM=46: PAPER 0: POKE
 23658,8
 14 LET II=2: GO SUB 2000
 15 BEEP .2,5: PAUSE 25: BEEP .
2,5: PAUSE 25: BEEP .2,5: PAUSE
25
 16 FOR F=7 TO 13: PRINT AT F,2
; PAPER 1;"
          ": NEXT F: REM 28 SPACES
 17 PRINT AT 8,6; PAPER 1;"R J
BURGESS PRESENTS";AT 10,3;"SHADO
WS FROM THE DARK SIDE";AT 12,5;"
 DELTASID DEVELAPMENTS"
 20 BEEP .2,0: BEEP .2,2: BEEP
.2,4: BEEP .2,5: BEEP .2,7: BEEP
.2,4: BEEP .45,0: BEEP .2,2: BE
EP .2,4: BEEP .45,2: BEEP .2,4:
BEEP .2,2: BEEP .325,0
 30 PAUSE 0
 50 BEEP .2,5: PAUSE 25: BEEP .
2,5: PAUSE 25: BEEP .2,5: PAUSE
25
 60 FOR F=2 TO 17: PRINT AT F,1
0; PAPER 2;"              ": NEXT
F: REM 12 SPACES
 70 PRINT AT 3,13; PAPER 2;"ICO
NS";AT 4,11;"C - NORTH";AT 5,11;
"D - SOUTH";AT 6,11;"E - EAST";A
T 7,11;"F - WEST";AT 8,11;"T - T
AKE";AT 9,11;"U - USE";AT 10,11;
"E - EAT";AT 11,11;"F - FIGHT";A
T 13,12;"COMMANDS";AT 14,11;"1 -
 LEFT";AT 15,11;"2 - RIGHT";AT 1
6,11;"0 - SELECT"
 90 BEEP .75,0: BEEP .25,2: BEE
P .5,4: BEEP .5,2: BEEP .5,5: BE
EP .5,4: BEEP .25,2: BEEP .25,-1
: BEEP .5,0
 100 LET II=0: PAUSE 0
2000 CLS
2001 PRINT AT 16,0; INK 4; BRIGH
T 1;"SCORE";AT 16,27;"POWER";AT
17,0;O;"%";AT 17,29;P;"%"
2005 LET I=VAL N$(RM,1): INK I
2010 PLOT 128,152: DRAW 127,-64:
 DRAW -127,-64: DRAW -127.64: DR
AW 127,64: DRAW 0,23: PLOT 0,88:
 DRAW 0,-4: DRAW 127,-64: DRAW 0
,4: DRAW 0,-4: DRAW 128,64: DRAW
 0,4
2015 LET I=I-2: INK I: BRIGHT 1:
 PRINT  OVER 1;AT 0,15;"BA";AT 1
,15;"BA";AT 2,15;"BA"
2020 PRINT AT 4,0;"B";AT 7,0;"B"
;AT 9,0;"B";AT 4,31;"A";AT 6,31;
"A";AT 9,31;"A"
2025 IF RND>.5 THEN  PRINT AT 1,
3;"B";AT 1,10;"B";AT 3,11;"B";AT
 5,2;"B";AT 0,18;"A";AT 2,21;"A"
;AT 2,28;"A";AT 7,29;"A": GO TO
2050
2030 PRINT AT 1,6;"B";AT 1,13;"B
";AT 4,10;"B";AT 6,3;"B";AT 1,20
;"A";AT 1,28;"A";AT 3,21;"A";AT
6,28;"A"
2050 LET I=I+2: BRIGHT 0: INK I
2110 IF N$(RM,2)="1" THEN  PLOT
188,156: DRAW 20,-7: DRAW 0,-36:
 DRAW -4,2: DRAW 0,30: DRAW -12,
4: DRAW 0,-28: DRAW -4,2: DRAW 0
,34: DRAW 6,2: DRAW 21,-7: DRAW
-6,-2: DRAW 6,2: DRAW 0,-36: DRA
W -6,-2: PLOT 192,120: DRAW 6,2:
 DRAW 0,24
2115 IF N$(RM,3)="1" THEN  PLOT
196,93: DRAW -20,-7: DRAW 0,-36:
 DRAW 4,2: DRAW 0,30: DRAW 12,4:
 DRAW 0,-28: DRAW 4,2: DRAW 0,34
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: DRAW -6,2: DRAW -21,-7: DRAW 6
,-2: DRAW -6,2: DRAW 0,-36: DRAW
 6,-2: PLOT 192,57: DRAW -6,2: D
RAW 0,24
2120 IF N$(RM,4)="1" THEN  PLOT
 60,93: DRAW 20,-7: DRAW 0,-36: D
RAW -4,2: DRAW 0,30: DRAW -12,4:
 DRAW 0,-28: DRAW -4,2: DRAW 0,3
4: DRAW 6,2: DRAW 21,-7: DRAW -6
,-2: DRAW 6,2: DRAW 0,-36: DRAW
 -6,-2: PLOT 64,57: DRAW 6,2: DRA
W 0,24
2125 IF N$(RM,5)="1" THEN  PLOT
 68,156: DRAW -20,-7: DRAW 0,-36:
 DRAW 4,2: DRAW 0,30: DRAW 12,4:
 DRAW 0,-28: DRAW 4,2: DRAW 0,34
: DRAW -6,2: DRAW -21,-7: DRAW 6
,-2: DRAW -6,2: DRAW 0,-36: DRAW
 6,-2: PLOT 64,120: DRAW -6,2: D
RAW 0,24
2130 INK 7: PRINT AT 8,15;"GH";A
T 9,15;"IJ";AT 10,15;"KL"
2150 IF N$(RM,6)="1" THEN  LET S
=128: LET T=3: INK 4: GO SUB 501
0
2151 IF N$(RM,8)="1" THEN  LET S
=40: LET T=3: INK 4: GO SUB 5010
2152 IF N$(RM,6)="2" THEN  LET S
=128: LET T=9: INK 5: GO SUB 501
0
2153 IF N$(RM,8)="2" THEN  LET S
=40: LET T=9: INK 5: GO SUB 5010
2154 IF N$(RM,8)="3" THEN  LET S
=40: GO SUB 5020
2155 IF N$(RM,6)="3" THEN  LET S
=128: GO SUB 5020
2156 INK 7: BRIGHT 1: IF N$(RM,7
)="4" THEN  GO SUB 5030
2157 IF N$(RM,8)="5" THEN  GO SU
B 5040
2158 IF N$(RM,9)="E" THEN  PRINT
 AT 5,7;"MN";AT 6,7;"OP";AT 7,7;
"QR"
2159 IF N$(RM,7)="E" THEN  PRINT
 AT 5,23;"MN";AT 6,23;"OP";AT 7,
23;"QR"
2160 IF N$(RM,8)="6" THEN  GO SU
B 5050
2161 IF N$(RM,8)="7" THEN  GO SU
B 5060
2162 IF N$(RM,8)="8" THEN  GO SU
B 5070
2163 IF N$(RM,6)="9" THEN  CIRCL
E 127,134,6
2164 IF N$(RM,8)="A" THEN  GO SU
B 5080
2166 IF N$(RM,6)="B" THEN  GO SU
B 5090
2168 IF N$(RM,8)="C" THEN  GO SU
B 5100
2170 IF N$(RM,8)="D" THEN  GO SU
B 5110
2174 IF N$(RM,8)="G" THEN  GO SU
B 5120
2175 IF N$(RM,8)="H" THEN  GO SU
B 5130
2176 IF N$(RM,8)="F" THEN  GO SU
B 5150
3000 PRINT AT 20,2; INK 5; BRIGH
T 1;"C  E  D  F        T  U  E
F"
3005 LET Y=1: LET Z=2
3007 PRINT AT 21,Z; INK 6; BRIGH
T 1;"^": BEEP .02,2: BEEP .02,7:
 BEEP .02,10
3008 IF II=2 THEN  RETURN
3010 IF INKEY$="1" THEN  GO TO 3
015
3011 IF INKEY$="2" THEN  GO TO 3
020
3012 IF INKEY$="0" THEN  GO TO 3
030
3013 GO TO 3010
3015 IF Z<>20 AND Z<>2 THEN  PRI
NT AT 21,Z;" ": LET Z=Z-3: LET Y
=Y-1: GO TO 3007
3017 IF Z=20 THEN  PRINT AT 21,Z
;" ": LET Z=11: LET Y=4
3018 GO TO 3007
3020 IF Z<>11 AND Z<>29 THEN  PR
INT AT 21,Z;" ": LET Z=Z+3: LET
Y=Y+1: GO TO 3007
3022 IF Z=11 THEN  PRINT AT 21,Z
;" ": LET Z=20: LET Y=5
3023 GO TO 3007
3030 IF Y=1 AND N$(RM,2)="1" AND
 N$(RM,7)<>"E" THEN  LET RM=RM-7
: BEEP .1,9: GO TO 6500
3031 IF Y=2 AND N$(RM,3)="1" THE
N  LET RM=RM+1: BEEP .1,9: GO TO
 6500
3032 IF Y=3 AND N$(RM,4)="1" AND
 RM<>46 THEN  LET RM=RM+7: BEEP
.1,9: GO TO 6500
3033 IF Y=4 AND N$(RM,5)="1" AND
 N$(RM,9)<>"E" THEN  LET RM=RM-1
: BEEP .1,9: GO TO 6500
3035 IF Y=3 AND RM=46 AND N$(3,8
)="0" THEN  GO TO 6000
3036 IF Y=4 AND N$(RM,5)="1" AND
 N$(RM,9)="E" THEN  PRINT #1; IN
K 6;"THERES A GUARDIAN IN THE WA
Y !": GO SUB 4950: PAUSE 50: GO
TO 2000
3037 IF Y=1 AND N$(RM,2)="1" AND
 N$(RM,7)="E" THEN  PRINT #1; IN
K 6;"THERES A GUARDIAN IN THE WA
Y !": GO SUB 4950: PAUSE 50: GO
SUB 2000
3038 IF Y=3 AND RM=46 AND N$(3,8
)="G" THEN  PRINT #1;"WHO HASNT
GOT A KEY ?": GO SUB 4950: PAUSE
 50: GO TO 2000
3040 IF Y=5 THEN  GO TO 4000
3050 IF Y=6 THEN  GO TO 4100
3060 IF Y=7 THEN  GO TO 4200
3070 IF Y=8 THEN  GO TO 4300
3099 GO TO 3010
4000 BEEP .1,5: IF RM=8 AND N$(8
,7)="4" THEN  LET Q=4: LET N$(8,
7)="0": GO TO G
4001 IF RM=11 AND N$(11,8)="5" T
HEN  LET Q=5: LET N$(11,8)="0":
GO TO G
4002 IF RM=38 AND N$(38,8)="6" T
HEN  LET Q=6: LET N$(38,8)="0":
GO TO G
4003 IF RM=39 AND N$(39,8)="7" T
HEN  LET Q=7: LET N$(39,8)="0":
GO TO G
4004 IF RM=2 AND N$(2,8)="8" THE
N  LET Q=8: LET N$(2,8)="0": GO
TO G
4005 IF RM=7 AND N$(7,6)="9" THE
N  LET Q=9: LET N$(7,6)="0": GO
TO G
4006 IF RM=36 AND N$(36,8)="A" T
HEN  LET Q=10: LET N$(36,8)="0":
 GO TO G
4007 IF RM=46 AND N$(46,6)="B" T
HEN  LET Q=11: LET N$(46,6)="0":
 GO TO G
4008 IF RM=25 AND N$(25,8)="C" T
HEN  LET Q=12: LET N$(25,8)="0":
 GO TO G
4009 IF RM=49 AND N$(49,8)="D" T
HEN  LET Q=13: LET N$(49,8)="0":
 GO TO G
4010 IF RM=16 AND N$(16,8)="F" T
HEN  LET Q=15: LET N$(16,8)="0":
 GO TO G
4011 IF RM=44 AND N$(44,8)="F" T
HEN  LET Q=15: LET N$(44,8)="0":
 GO TO G
4012 IF RM=3 AND N$(3,8)="G" THE
N  LET Q=16: LET N$(3,8)="0": GO
 TO G
4050 PRINT #1; INK 6;"THERE IS N
OTHING TO TAKE HERE": GO SUB 495
0: PAUSE 50: GO TO 2000
4099 LET C=C+1: PRINT #1; INK 6;
"YOU TAKE THE "+O$(Q): GO SUB 49
00: PAUSE 50: GO TO 2000
4100 BEEP .1,4: IF RM<>4 AND RM<
>9 AND RM<>14 AND RM<>15 AND RM<
>24 AND RM<>34 AND RM<>37 THEN
GO TO 4120
4105 IF RM=4 AND N$(4,9)="0" THE
N  GO TO 4120
4106 IF RM=9 AND N$(9,7)="0" THE
N  GO TO 4120
4107 IF RM=14 AND N$(14,7)="0" T
HEN  GO TO 4120
4108IF RM=15 AND N$(15,7)="0" TH
EN  GO TO 4120
4109 IF RM=24 AND N$(24,7)="0" T
HEN  GO TO 4120
4110 IF RM=34 AND N$(34,7)="0" T
HEN  GO TO 4120
4111 IF RM=37 AND N$(37,9)="0" T
HEN  GO TO 4120
4115 GO TO 4125
4120 PRINT #1; INK 6;"THERE IS N
O GUARDIAN HERE": GO SUB 4950: P
AUSE 50: GO TO 2000
4125 IF RM=4 AND N$(8,7)="0" THE
N  LET Q=4: LET N$(4,9)="0": GO
TO 4150
4128 IF RM=9 AND N$(11,8)="0" TH
EN  LET Q=5: LET N$(9,7)="0": GO
 TO 4150
4131 IF RM=24 AND N$(38,8)="0" T
HEN  LET Q=6: LET N$(24,7)="0":
GO TO 4150
4134 IF RM=34 AND N$(2,8)="0" TH
EN  LET Q=8: LET N$(34,7)="0": G
O TO 4150
4137 IF RM=37 AND N$(39,8)="0" T
HEN  LET Q=7: LET N$(37,9)="0":
GO TO 4150
4140 GO TO 4155
4150 PRINT #1;"YOU KILL IT WITH
THE "+O$(Q): LET O=O+15: LET C=C
-1: GO SUB 4900: PAUSE 50: GO TO
 2000
4155 IF RM=4 AND N$(4,9)="0" THE
N  GO TO 4120
4157 IF RM=9 AND N$(9,7)="0" THE
N  GO TO 4120
4159 IF RM=14 AND N$(14,7)="0" T
HEN  GO TO 4120
4161 IF RM=15 AND N$(15,7)="0" T
HEN  GO TO 4120
4163 IF RM=24 AND N$(24,7)="0" T
HEN  GO TO 4120
4165 IF RM=34 AND N$(34,7)="0" T
HEN  GO TO 4120
4167 IF RM=37 AND N$(37,9)="0" T
HEN  GO TO 4120
4168 IF L=1 THEN  GO TO 4305
4170 PRINT #1; INK 6;"YOU DONT H
AVE A SUITABLE OBJECT": GO SUB 4
950: PAUSE 50: GO TO 2000
4200 IF N$(16,8)="0" AND B=0 THE
N  LET B=1: GO TO 4207
4201 IF N$(44,8)="0" AND X=0 THE
N  LET X=1: GO TO 4207
4205 PRINT #1; INK 6;"YOU ARE NO
T CARRYING ANY FOOD": GO SUB 495
0: GO TO 2000
4207 LET P=P+35: PRINT #1; INK 6
;"YOU EAT A BUN : POWER BONUS=35
%": LET C=C-1
4208 IF P>99 THEN  LET P=99
4209 GO SUB 4900: GO TO 2000
4300 BEEP .1,4: IF RM<>4 AND RM<
>9 AND RM<>14 AND RM<>15 AND RM<
>24 AND RM<>34 AND RM<>37 THEN
GO TO 4120
4302 LET L=1: GO TO 4155
4305 LET L0
4310 IF RM<>14 AND RM<>15 THEN
PRINT #1;"YOU ATTACK IT AND ....
": GO SUB 4900: GO TO 4790
4315 IF RM=14 OR RM=15 THEN  PRI
NT #1;"YOU ATTACK IT AND ....":
GO SUB 4900: PRINT AT 10,4; PAPE
R 2;" YOU KILL THE GUARDIAN ";AT
 11,4;"    POWER LOSS = 15 %    ":
 LET P=P-15: LET O=O+10
4320 IF P<1 THEN  GO TO 4800
4325 GO SUB 4900: LET N$(RM,7)="
0": GO TO 2000
4790 PRINT AT 10,2; PAPER 2;" TH
E GUARDIAN DESTROYS YOU ";AT 11,
2;"          GAME  OVER          "
4795 GO SUB 4950: GO SUB 4950: P
AUSE 0: PAUSE 0: GO TO 1
4800 PRINT AT 10,4; PAPER 2;" YO
U HAVE NO POWER LEFT ";AT 11,4;"
        GAME  OVER          "
4805 GO SUB 4950: GO SUB 4950: P
AUSE 0: PAUSE 0: GO TO 1
4900 FOR F=10 TO 30: BEEP .02,F-
5: BEEP .02,F: BEEP .02,F+5: NEX
T F: RETURN
4950 FOR F=30 TO 10 STEP -1: BEE
P .02,F+5: BEEP .02,F: BEEP .02,
F-5: NEXT F: RETURN
5010 PLOT 119,S: DRAW 0,9: DRAW
8,-4: DRAW 0,-9: DRAW 0,9: DRAW
16,8: DRAW 0,-9: DRAW 0,9: DRAW
-8,4: DRAW -16,-8: DRAW 0,-T: DR
AW 8,-4: DRAW 16,8: RETURN
5020 INK 6: PLOT 119,S: DRAW 12,
-6: DRAW 16,8: DRAW -12,6: DRAW
-16,-8: FOR F=1 TO 4: DRAW -4,-2
: DRAW 4,2: DRAW 4,-2: NEXT F: D
RAW -4,2: FOR F=1 TO 4: DRAW 4,2
: DRAW 4,-2: DRAW -4,2: NEXT F:
FOR F=1 TO 4: DRAW 4,2: DRAW -4,
-2: DRAW -4,2: NEXT F: DRAW 4,-2
: FOR F=1 TO 5: DRAW -4,2: DRAW
4,-2: DRAW -4,-2: NEXT F: RETURN

5030 PLOT 167,104: DRAW -4,-2: D
RAW 4,-2: DRAW 4,2: DRAW -8,4: D
RAW 4,2: DRAW 12,-6: DRAW -4,-2:
 DRAW -4,2: DRAW 4,-2: DRAW 4,2:
 DRAW -4,2: DRAW 16,8: DRAW 0,2:
 DRAW -4,0: DRAW -16,-8: RETURN
5040 PLOT 119,40: DRAW 24,12: DR
AW 2,-1: DRAW -24,-12: DRAW -2,1
: DRAW 24,12: DRAW 2,-1: DRAW -2
,-1: DRAW 8,0: DRAW -12,-6: DRAW
 0,4: RETURN
5050 PLOT 119,40: DRAW 0,16: DRA
W 12,0: DRAW 0,-16: DRAW -12,0:
DRAW 0,16: DRAW 3,0: DRAW 0,4: D
RAW 6,0: DRAW 0,-4: RETURN
5060 PLOT 125,40: DRAW 6,0: DRAW
 3,3: DRAW 0,6: DRAW -3,3: DRAW
-6,0: DRAW -3,-3: DRAW 0,-6: DRA
W 3,-3: DRAW -3,0: DRAW -3,3: DR
AW 0,6: DRAW 3,3: DRAW 3,0: DRAW
 2,0: DRAW -6,12: DRAW 6,-12: DR
AW 3,0: DRAW 6,12: DRAW -6,-12:
RETURN
5070 PLOT 127,46: DRAW 2,0: DRAW
 0,3: DRAW -4,0: DRAW 0,-5: DRAW
 6,0: DRAW 0,7: DRAW -8,0: DRAW
0,-9: DRAW 10,0: DRAW 0,11: DRAW
 -12,0: DRAW 0,-13: DRAW 14,0: D
RAW 0,15: DRAW -16,0: DRAW 0,-15
: RETURN
5080 PLOT 119,50: DRAW 20,10: DR
AW 6,-3: DRAW -20,-10: DRAW -6,3
: DRAW 20,10: DRAW 6,0: DRAW 0,-
3: DRAW 0,-6: DRAW -20,-10: DRAW
 0,6: DRAW 0,-6: DRAW -6,3: DRAW
 0,6: RETURN
5090 PLOT 114,50: DRAW 12,-6: DR
AW 16,8: DRAW 0,2: DRAW -16,-8:
DRAW 0,-2: DRAW 0,2: DRAW -12,6:
 DRAW 0,-2: DRAW 0,2: DRAW 16,8:
 DRAW 12,-6: DRAW  INVERSE 1;-4,
0: DRAW -8,4: DRAW  INVERSE 1;-2
,-1: DRAW 6,-3: RETURN
5100 PLOT 116,40: DRAW 4,16: DRA
W 0,3: DRAW 16,0: DRAW 0,-3: DRA
W -16,0: DRAW 16,0: DRAW 4,-16:
DRAW -10,0: DRAW -2,10: DRAW -2,
-10: DRAW -9,0: RETURN
5110 PLOT 117,43: DRAW 12,12: DR
AW 3,-3: DRAW -12,-12: DRAW -3,3
: CIRCLE 134,58,8: CIRCLE 134,58
,6: RETURN
5120 INK 6: PLOT 115,41: CIRCLE
110,43,5: DRAW 8,0: DRAW 0,-2: D
RAW 3,0: DRAW 0,2: DRAW 3,0: DRA
W 0,-2: DRAW 3,0: DRAW 0,6: DRAW
 -17,0: INK 7: RETURN
5130 PLOT 32,32: DRAW 10,-5: DRA
W -10,-5: DRAW -10,5: DRAW 10,5:
 DRAW  INVERSE 1;0,-2: DRAW 6,-3
: DRAW -6,-3: DRAW -6,3: DRAW 6,
3: DRAW  INVERSE 1;0,1.5: DRAW 0
,1: DRAW  INVERSE 1;4,2: DRAW 10
,-5: DRAW 10,5: DRAW -10,5: DRAW
 -2,-1: DRAW 8,-4: DRAW -6,-3: D
RAW -8,4: DRAW -2,-1
5140 DRAW  INVERSE 1,-1,1: DRAW
 INVERSE 1;14,7: DRAW 1,-1: DRAW
 10,5: DRAW 4,-2: DRAW -4,-2: DR
AW 6,-3: DRAW -2,-1: DRAW -6,3:
DRAW -4,-2: DRAW -4,2
5141 RETURN
5150 PLOT 119,40: DRAW -6,10: DR
AW 24,0: DRAW -6,-10: DRAW -12,0
: DRAW -6,10: DRAW 6,0: DRAW 12,
0,-PI: RETURN
5199 STOP
6000 PRINT AT 17,0; INK 4; BRIGH
T 1;"100%": FOR F=3 TO 18: PRINT
 AT F,10; PAPER 2;"          "
: NEXT F: REM 12 SPACES
6002 PAPER 2: FOR G=1 TO 3: FOR
F=4 TO 17: PRINT AT F,11;"WELL D
ONE!": BEEP .02,F-2: BEEP .02,F:
 BEEP .02,F+2: PRINT AT F,11;"
          ": NEXT F: REM 10 SPACES
6004 FOR F=16 TO 5 STEP -1: PRIN
T AT F,11;"WELL DONE!": BEEP .02
,F-2: BEEP .02,F: BEEP .02,F+2:
PRINT AT F,11;"          ": NEXT
 F: REM 10 SPACES
6005 NEXT G
6007 FOR F=1 TO 30
6008 BEEP .03,1: BEEP .03,8: BEE
P .03,10
6010 PRINT AT 8,11;"YOU  HAVE ";
AT 10,11;"COMPLETED ";AT 12,14;"
THE ";AT 14,13;"GAME! "
6012 BEEP .03,2: BEEP .03,7: BEE
P .03,11
6015 PRINT AT 8,11;" YOU  HAVE";
AT 10,11;" COMPLETED";AT 12,14;"
 THE";AT 14,13;" GAME!"
6017 NEXT F
6099 PAPER 0: FOR F=1 TO 200: NE
XT F: GO TO 1
6500 LET DD=1+(1*C)
6501 LET P=P-INT DD
6502 IF P<1 THEN  PRINT AT 17,28
; INK 4; BRIGHT 1;P;"%": GO TO 4
800
6503 GO TO 2000
8999 STOP
9000 RESTORE 9000: DIM N$(49,9):
 FOR F=1 TO 49: READ N$(F): NEXT
 F
9001 DATA "400101010"
9002 DATA "500102080"
9003 DATA "601000060"
9004 DATA "70101003E"
9005 DATA "400111020"
9006 DATA "501101030"
9007 DATA "600119300"
9008 DATA "710101400"
9009 DATA "411000E10"
9010 DATA "501112010"
9011 DATA "600012050"
9012 DATA "710102020"
9013 DATA "410002030"
9014 DATA "510100E00"
9015 DATA "611100E30"
9016 DATA "7010130F0"
9017 DATA "410113010"
9018 DATA "501103020"
9019 DATA "611013030"
9020 DATA "700110010"
9021 DATA "410100020"
9022 DATA "510000030"
9023 DATA "600101000"
9024 DATA "710100E20"
9025 DATA "410003OC0"
9026 DATA "500102000"
9027 DATA "611103000"
9028 DATA "710112000"
9029 DATA "401103000"
9030 DATA "511011000"
9031 DATA "610010030"
9032 DATA "700100020"
9033 DATA "411100010"
9034 DATA "510010E10"
9035 DATA "610103030"
9036 DATA "7111030A0"
9037 DATA "400113W0E"
9038 DATA "501101060"
9039 DATA "610113070"
9040 DATA "710103010"
9041 DATA "401102030"
9042 DATA "510012020"
9043 DATA "610002010"
9044 DATA "7110020F0"
9045 DATA "411011030"
9046 DATA "51111B0H0"
9047 DATA "610011020"
9048 DATA "711001010"
9049 DATA "4000110D0"
9100 RESTORE 9100: FOR F=0 TO 15
1: READ A: POKE USR "A"+F,A: NEX
T F
9105 DATA 192,240,252,255,63,15,
3,0
9110 DATA 0,3,15,63,255,252,240,
192
9111 DATA 0,30,6,10,18,32,64,0,0
,2,4,72,80,96,120,0,0,64,32,18,1
0,6,30,0,0,120,96,80,72,4,2,0
9115 DATA 0,31,56,95,95,88,71,56
,0,192,224,79,28,224,16,236,199,
31,31,7,8,30,30,31,252,240,240,1
92,32,240,252,124,31,31,31,14,32
,28,15,0,128,248,248,112,2,30,28
,0
9120 DATA 0,7,15,23,35,33,17,9,0
,0,128,224,248,252,252,14,5,15,2
55,255,127,62,61,27,98,112,112,1
20,120,248,248,248,23,15,15,31,3
1,31,62,0,248,240,248,248,252,25
4,223,0
9130 DATA 0,8,20,34,65,34,28,0
9200 DIM O$(16,10): RESTORE 9200
: FOR F=4 TO 16: READ O$(F): NEX
T F
9202 DATA "DAGGER","AXE","BOTTLE
","CHARM","ROPE","BALL","PENCIL"
,"BOOK","TROUSERS","FRYING PAN",
"","BUN","KEY"
9299 RETURN
```

GAMER LISTING

Peril on the Sea Bed

by A WATSON

Play the game using the **verb/noun** routine, using small letters e.g. get lamp, use lamp. To get inventory type 'inv'.

Your task is to escape from your disabled mini-sub, find, and enter an underwater complex, abort the missile from firing then shut down the complex and escape.

When you are out of the mini-sub and in the water, you are given 2 warnings of your air supply getting short; 1st one gives 10 minute warning; 2nd gives you 5 minutes, this is your final warning. You have an overall time limit before the missiles fire automatically. Each instruction you enter is 1 minute.

SOUNDS EASY!! There are a few hidden traps, so be careful.

```
10 CALL &BC02
20 INK 1,2:INK 2,15:INK 3,4:INK 4,5:BORD
ER 0:CLS
30 REM PERIL ON THE SEA-BED
40 MODE 1
50 CLS:PEN 2:FOR x=8 TO 31:LOCATE x,9:PR
INT"*":NEXT:FOR x=8 TO 31:LOCATE x,11:PR
INT"*":NEXT
60 LOCATE 8,10:PRINT"* PERIL ON THE SEA-
BED *":LOCATE 11,15:PRINT"* ";CHR$(164)"
 BY A.J.WATSON *":LOCATE 16,18:PRINT"* 1
986 *"
70  FOR delay=1 TO 2500:NEXT
80  GOSUB 2900
90 INK 1,0:INK 2,26:INK 3,24:INK 0,10:BO
RDER 10
100 y$="O.K.":PRINT
110 g%=251:ti%=0:air%=25:sk=0:sj=0
120 DIM q$(73),s%(73,4),g$(23),b%(23),n$
(23),n%(23),v$(5),a(23)
130 FOR x=1 TO 73:READ q$(x)
140 FOR y=1 TO 4:READ s%(x,y)
150 NEXT y,x
160 DATA in a disabled mini-sub trapped
on the    sea bed,2,8,0,0
170 DATA in the north air-lock,0,1,0,0
180 DATA outside the north air-lock in t
he cold   waters of the NORTH ATLANTIC,6,
0,5,4
190 DATA by a deep crevasse too deep to
go down.,0,0,3,0
200 DATA by a coral reef,0,0,0,3
210 DATA by some long spiky plants they
look      sharp and dangerous,7,3,0,0
220 DATA by an old anti-submarine net it
 barres   my way forward,0,6,0,0
230 DATA in the south air-lock,1,0,0,0
240 DATA outside the south air-lock in t
he cold   and murky waters,0,29,26,10
250 DATA to the EAST is a kind of chambe
r and to  the SOUTH is a murky shadow,0,1
1,9,0
260 DATA by an old sunken galleon there'
s an      entrance to the west,10,0,29,12
270 DATA inside the hull of the galleon,
0,15,11,13
280 DATA in the west side of the hull,0,
14,12,0
290 DATA by a wooden staircase,13,0,0,0
300 DATA at the top of a wooden staircas
e with a sandpile sloping back to the hu
ll in thenorth and a large hole in front
 of me    which could be bridged with som
ething.i  need to go forward.,12,0,0,0
310 DATA on an old poop-deck,15,17,19,0
320 DATA by a broken mast,16,21,20,18
330 DATA by the hold,0,0,17,0
340 DATA by the old wheelhouse,0,0,23,16
350 DATA by an old rope cupboard,0,0,0,1
7
360 DATA by a rusty old cannon,17,0,22,0
370 DATA by a rotten doorway,0,0,25,21
380 DATA in the old wheelhouse,0,24,0,19
390 DATA at the midship where the galleo
n's back was broken. It's just a short d
rop to    the sea bed,23,25,37,0
400 DATA by an old cabin,24,0,39,22
410 DATA by an old fishing net,0,0,27,9
420 DATA by some brightly coloured plant
s,0,30,28,26
430 DATA by a large underwater mountain,
0,0,0,27
440 DATA on a soft sandy sea bed,9,32,0,
11
450 DATA in a clearing.to the east is a
cave,27,0,31,0
460 DATA outside the cave entrance,0,0,0
,30
470 DATA by a large cave,29,0,33,0
480 DATA inside the west side of the cav
e,0,0,34,32
490 DATA at the centre of the cave,0,0,3
5,33
500 DATA inside the east side of the cav
e,0,0,0,34
510 DATA on the sea bed opposit the whee
lhouse,0,37,0,0
520 DATA on the sea bed by the old galle
on,36,0,38,24
530 DATA by a large hole in the side of
the       galleon,0,40,41,37
540 DATA in a cabin at the front of the
galleon,0,0,40,25
550 DATA in a corridor with a large hole
 in the   side of it,38,0,42,39
560 DATA in a clearing and there's somet
hing to   the east,0,0,43,38
570 DATA at the end of a passageway,0,0,
0,40
580 DATA outside an underwater complex w
ith a     notice telling you to type in t
he code.,0,0,0,41
590 DATA inside the complex airlock,0,0,
0,0
600 DATA in a small passage,0,0,46,0
610 DATA at the end of the passageway.A
walkway   travels fron north to south,47,
48,0,45
620 DATA in the section (A) corridor sys
tem,0,46,49,0
630 DATA in the section (B) corridor sys
tem,46,0,59,0
640 DATA in section (A2) with the sleepi
ng        quarters to the north,50,0,52,4
7
650 DATA in the crews sleeping quarters,
0,49,51,0
660 DATA by a cupboard,0,0,0,50
670 DATA in section (A3) to the south i
can see   the kitchen,0,55,53,49
680 DATA in section (A4) with a room to
the north,54,0,57,52
690 DATA in the radio room,0,53,0,0
700 DATA in the kitchen with a door to t
he east,52,0,56,0
710 DATA with meat hanging all around me
.This     must be the freezer,0,0,0,55
720 DATA at the end of section (A) corri
dor       system with a room to the north
,58,0,0,53
730 DATA in the CAPTAIN'S cabin where he
 lies     murdered,0,57,0,0
740 DATA in section (B2) with rooms nort
h and     south of me,60,61,62,48
750 DATA in the complex's logroom,0,59,0
,0
760 DATA in the crews rest room,59,0,0,0
770 DATA in section (B3),0,0,63,59
780 DATA in section (B4) with a door to
the south,0,64,65,62
790 DATA in the computer room,63,0,0,0
800 DATA at the end of section (B) corri
dor and   there is a door with a sign on
it,0,0,0,63
810 DATA in the missile control room wit
h a desk to the east,0,0,67,0
820 DATA at the desk there is a monitor
on it andit is switched on with a messag
e showing,68,69,0,66
830 DATA by a control unit,0,67,0,0
840 DATA by the missile control terminat
or there is a small hole.,67,0,0,70
850 DATA by a lot of flashing lights on
a panel.,0,71,69,0
860 DATA in the corner of the room.,70,0
,0,0
870 DATA by the hidden lift,0,0,0,0
880 DATA in the lift heading for the sur
face,0,0,0,0
890 FOR x=1 TO 23:READ g$(x),b%(x),n$(x)
:n%(x)=x:NEXT
900 DATA a speargun,5,spear,a wooden pla
nk,35,plank," ",67," "
910 DATA a passcard,18,pass,an identity
card,58,card,the complex logbook,60,log
920 DATA a torch,1,torch,a desk,67,desk

930 DATA a cupboard,1,cupboard,a burnt o
ut radio,1,radio,a monitor,64,monitor
940 DATA a button,2,button,a lever,71,le
ver,a wet-suit,1,wet,a security code loc
k,43,code
950 DATA an airtank,2,air,an airtank,34,
tank,a button,8,button
960 DATA a boulder,31,boulder,a box on t
he wall,44,box,an old ships compass,24,c
ompass
970 DATA the captains diary,58,diary,an
octopus,12,octopus
980 CLS
990 p%=1: s%=0:CLS
1000  WHILE s%<100
1010 g%=g%-1
1020 IF p%=12 AND sv=0 THEN PRINT"an oct
opus blocks my way"
1030 IF p%=15 AND su=1 THEN PRINT"The ho
le is bridged with the plank!"
1040 IF p%=16 AND su=1 THEN PRINT "behin
d me,there's a hole with a plank   acros
s it!"
1050 IF sk=1 OR sj=1 THEN air%=air%-1
1060 IF air%=10  THEN PRINT"my air suppl
y is getting short!"
1070 IF air%=5 THEN PRINT"I have 5 minut
es of air left!"
1080 IF air%<1 THEN PRINT"my air supply
has run out,and i die!!!":GOTO 3000
1090 IF st%=1 THEN PEN 3:PRINT"minutes l
eft before lift off";g%
1100 IF g%<1 THEN PRINT"the rockets have
 fired and the complex  is about to self
 destruct! i failed in  my task!!!":GOTO
 3000
1110 IF p%=69 AND sa=1 THEN GOSUB 2890
1120 IF p%=64 AND sa=1 THEN PRINT "on th
e computer monitor reads:-
":sa=0:sy=1
1130 IF p%=68 AND sy=1 THEN PRINT"there'
s a slit in the panel,something   to be
put in it,maybe!!"
1140 PRINT:PEN 1:PRINT j$:PRINT "I am :-
 ":PEN 2:PRINT q$(p%)
1150  GOSUB  3040
1160 PEN 1:a$="":IF s%(p%,1)>0 THEN a$="
NORTH"
1170 IF s%(p%,2)>0 AND LEN(a$)>0 THEN a$
=a$+",SOUTH" ELSE IF s%(p%,2)>0 THEN a$=
"SOUTH"
1180 IF s%(p%,3)>0 AND LEN(a$)>0 THEN a$
=a$+",EAST" ELSE IF s%(p%,3)>0 THEN a$="
EAST"
1190 IF s%(p%,4)>0 AND LEN(a$)>0 THEN a$
=a$+",WEST" ELSE IF s%(p%,4)>0 THEN a$="
WEST"
1200 IF p%=3 OR p%=9 OR p%=31 OR (p%=65
AND se=1) OR p%=38  THEN a$=a$+",IN"
1210 IF (p%=2 AND sg=1)OR(p%=8 AND sh=1)
 OR p%=35 OR p%=40 OR p%=44 OR p%=66 THE
N a$=a$+",OUT"
1220 IF (p%=12 AND sv=0) THEN a$="nowher
e at the moment"
1230 IF p%=14 THEN a$=a$+",UP"
1240 IF p%=15 THEN a$=a$+",DOWN"
1250 IF a$="" THEN a$="nowhere in partic
ular"
1260 PEN 1:PRINT:PRINT"I can go :-":PEN
2:PRINT a$
1270 PEN 1:PRINT
1280 e=0:FOR t=1 TO 23
1290 p=0:IF b%(t)=p% THEN p=1
1300 IF p=1 THEN 1320
1310 NEXT t:GOTO 1340
1320 IF e=0 THEN PRINT"I can see :-":PEN
 2
1330 PRINT g$(t):e=1:GOTO 1310
1340 PRINT:PEN 1:INPUT"what now, matey "
;z$
1350 z$=LOWER$(z$):b$=LEFT$(z$,2):c$=LEF
T$(z$,3):d$=LEFT$(z$,4)
1360 PRINT CHR$(7):CLS
```

```
1370 IF (b$="n" OR d$="go n")AND s%(p%,1
)>0 THEN p%=s%(p%,1):PRINT"o.k." ELSE IF
 (b$="n" OR d$="go n") THEN PRINT"i can'
t go that way"
1380 IF (b$="s" OR d$="go s") AND s%(p%,
2)>0 THEN p%=s%(p%,2):PRINT"o.k." ELSE I
F (b$="s" OR d$="go s") THEN PRINT"i can
't go that way"
1390 IF (b$="e" OR d$="go e") AND s%(p%,
3)>0 THEN p%=s%(p%,3):PRINT"o.k." ELSE I
F (b$="e" OR d$="go e") THEN PRINT "i ca
n't go that way"
1400 IF (b$="w" OR d$="go w") AND s%(p%,
4)>0 THEN p%=s%(p%,4):PRINT"o.k."ELSE IF
 (b$="w" OR d$="go w") THEN PRINT"i can'
t go that way
1410 IF c$="get" OR c$="tak" THEN GOSUB
1700
1420 IF b$="i" OR c$="in" OR d$="go i" T
HEN GOSUB 2410
1430 IF c$="inv" THEN GOSUB 1850
1440 IF c$="dro" OR c$="lea" THEN GOSUB
1900
1450 IF c$="wea" THEN GOSUB 1970
1460 IF c$="out" THEN GOSUB 2320
1470 IF c$="pul" THEN GOSUB 2860
1480 IF c$="ajw" THEN GOSUB 2850
1490 IF c$="pre" THEN GOSUB 2260
1500 IF c$="kil"OR c$="att" OR c$="sho"
THEN GOSUB 2650
1510 IF c$="ins" THEN GOSUB 2160
1520 IF c$="up" OR d$="go u" OR b$="u" T
HEN GOSUB 2030
1530 IF c$="loo" THEN 1000
1540 IF c$="dow" OR b$="d" THEN GOSUB 20
50
1550 IF c$="sea" THEN PRINT:PRINT"you fi
nd nothing special"
1560 IF c$="ope" THEN GOSUB 2690
1570 IF c$="mov" THEN GOSUB 2510
1580 IF c$="pla" THEN GOSUB 2560
1590 IF c$="jum" THEN PRINT"no jumping i
n this game!."
1600 IF c$="rea" THEN GOSUB 2070
1610 IF c$="cha" THEN GOSUB 2530
1620 IF c$="ent" THEN GOSUB 2760
1630 IF c$="swi" THEN GOSUB 2720
1640 IF c$="wal" OR c$="cro" THEN GOSUB
2580
1650 IF c$="rem" THEN GOSUB 2010
1660 IF c$="sco" THEN PRINT"you have sco
red ";s%;"% so far"
1670 IF c$="cra" THEN GOSUB 2610
1680 IF c$="ala" THEN GOSUB 2680
1690 WEND
1700 GOSUB 1800:IF 1%<1 THEN RETURN
1710 IF r=8 OR r=9 OR r=10 OR r=11 OR r=
15 OR r=19 THEN PRINT"you can't carry th
at!":RETURN
1720 IF r=23 THEN PRINT"how can you carr
y that!!":RETURN
1730 e%=0:FOR x=1 TO 23:IF b%(x)=p% AND
n%(r)=x THEN e%=1
1740 NEXT:IF e%=0 THEN RETURN
1750 a(r)=1
1760 e%=0:FOR x=1 TO 5
1770 IF v$(x)="" THEN v$(x)=g$(n%(r)):e%
=1:x=5
1780 NEXT:IF e%=0 THEN PRINT "sorry.i ca
n't carry any more items!":RETURN
1790 b%(n%(r))=0:RETURN
1800 l$="":xx=INSTR(z$," "):r=0
1810 l%=0:l$=RIGHT$(z$,(LEN(z$)-xx))
1820 IF LEN(l$)<2 THEN RETURN
1830 FOR x=1 TO 23:IF LEFT$(n$(x),LEN(l$
))=l$ THEN l%=1:r=x
1840 NEXT:RETURN
1850 e=0:PEN 1:PRINT"I am carrying :-":P
EN 2
1860 FOR x=1 TO 5:IF v$(x)<>"" THEN PRIN
T v$(x):e=1
1870 NEXT:IF e=0 THEN PRINT"nothing at a
ll!"
1880 IF a(14)=2 THEN PRINT"i am wearing
the wet-suit!"
1890 RETURN
1900 GOSUB 1800:IF 1%<1 THEN PRINT"i don
t have ";l$:RETURN
1910 IF a(14)=2 THEN PRINT"i'm still wea
ring it":RETURN
1920 e%=0:FOR x=1 TO 5
1930 IF v$(x)=g$(n%(r)) THEN v$(x)="":e%
=1
1940 NEXT:IF e%=0 THEN PRINT"i'm not car
rying it!":RETURN
1950 b%(n%(r))=p%
1960 a(r)=0:RETURN
1970 GOSUB 1800
1980 IF a(14)=0 THEN PRINT"i don't have
the wet-suit!":RETURN
1990 IF a(14)=2 THEN PRINT"i'm already w
earing it!":RETURN
2000 a(14)=2:PRINT y$:RETURN
2010 IF a(14)=1 THEN PRINT"i'm not weari
ng the wet-suit!":RETURN
2020 IF a(14)=2 THEN PRINT y$:a(14)=1:sx
=1:RETURN
2030 IF p%=14 THEN p%=15:PRINT y$:RETURN
2040 PRINT "you can't do that here":RETU
RN
2050 IF p%=15 THEN p%=14:PRINT y$:RETURN
2060 PRINT"you can't do that here":RETUR
N
2070  IF p%=60 AND a(6)=0  THEN PRINT "i
 have nothing to read!":RETURN
2080  IF p%=58 AND a(22)=0 THEN PRINT"i
have nothing to read!":RETURN
2090 IF p%=60 AND r=6 THEN PRINT"the las
t log entered reads :- missiles  armed a
nd set ready for automatic firing Firing
 time was set for 300 mins.      After c
alculating the times you now knowthat yo
u only have so many minutes left":st%=1:
RETURN
2100 IF p%=64 AND sd<>1 THEN PRINT"there
's no message to read!":RETURN
2110 IF p%=64 AND sd=1 THEN PRINT"you ha
ve to type in the code to abort  rocket
s firing.                        you no
tice that there is only enough   room f
or three letters!":sf=1:RETURN
2120 IF p%=65 THEN PRINT"the sign is tor
n and only the word      PLEASE remains,
but you notice a securitybox on the wall
 with a slit in it!":RETURN
2130 IF p%=58 AND a(22)=0 THEN PRINT"i h
avn't got the diary!" ELSE IF p%=58 AND
r=22 THEN PRINT"written in the diary are
 three letters  they are 'ajw' they are
needed but what for":RETURN
2140 IF p%=67 THEN PRINT"if you have abo
rted the firing then shutdown the comple
x":RETURN
2150 PRINT"i have nothing to read!":RETU
RN
2160 GOSUB 1800:IF p%=65 AND a(4)=0 THEN
 PRINT"you havn't got the passcard!":RET
URN
2170 IF p%=65 AND r=4 THEN PRINT"the doo
r slides quietly open and you go into th
e next room!":se=1:p%=66:RETURN
2180 IF p%=68 AND a(5)=0 THEN PRINT"you
havn't got a security card!!":RETURN
2190 IF p%=68 AND a(5)=1 AND sy=0 THEN P
RINT"you can't do that yet!":RETURN
2200 IF p%=68 AND a(5)=1 AND sy=1 THEN P
SECURITY CARD ACCEPTED:-
      CLEAR FOR COMPLEX SHUTDOWN.
":sz=1:sy=0:RETURN
2210 IF p%=64 AND a(22)=1 THEN PRINT"the
 monitor comes on and there's a      mes
sage on the screen!":sd=1:RETURN
2220 IF p%=68 AND sy=1 THEN PRINT y$:sz=
1:RETURN
2230  IF p%=69 AND a(3)=0 THEN PRINT"i h
avn't got the key!":RETURN
2240 IF p%=69 AND r=3 THEN PRINT y$:sa=1
:RETURN
2250  PRINT"you can't use that here!":RE
TURN
```



```
2260 IF p%=2 AND a(16)=0 OR p%=8 AND a(1
6)=0  THEN PRINT"the door opens and the
sea rushes in     and without airtanks or
 wet-suit         naturally you drown or
freeze to death!!!":GOTO 3000
2270 IF p%=2 AND a(14)<2 THEN PRINT"with
out wearing the wet-suit you freeze to d
eath in the icy waters!":GOTO 3000
2280 IF p%=8 AND a(14)<2 THEN PRINT"with
out wearing the wet-suit you freeze to d
eath in the icy waters!":GOTO 3000
2290 IF p%=2 AND r=16 THEN PRINT "the do
ors open,the water rises,          you ca
n now leave.":sg=1:RETURN
2300 IF p%=8 AND a(16)=1 THEN PRINT "the
 outer door opens to let you out intothe
murky sea.":sh=1:RETURN
2310 PRINT"you can't do that here!":RETU
RN
2320 IF p%=2 AND sg=0 THEN PRINT"the doo
rs not open!":RETURN
2330 IF p%=8 AND sh=0 THEN PRINT"the doo
rs not open!":RETURN
2340 IF p%=2 AND sg=1 THEN PRINT y$:sk=1
:p%=3:RETURN
2350 IF p%=8 AND sh=1 THEN PRINT y$:sj=1
:p%=9:RETURN
2360 IF p%=40 THEN p%=38:RETURN
2370 IF p%=66 THEN p%=65:PRINT y$:RETURN
2380 IF p%=44 THEN p%=43:PRINT y$:RETURN
2390 IF p%=35 AND s1=0 THEN PRINT"a larg
e boulder is blocking the way!!":RETURN
2400 IF p%=35 AND s1=1 THEN p%=31:PRINT
y$:RETURN
2410 REM
2420 IF p%=3 THEN p%=2:PRINT y$:sk=0:RET
URN
2430 IF p%=9 THEN p%=8:PRINT y$:sj=0:RET
URN
2440 IF p%=38 THEN p%=40:PRINT y$:RETURN
2450 IF p%=31 AND s1=0 THEN PRINT"the bo
ulder is blocking the way!":RETURN
2460 IF p%=31 AND s1=1 THEN p%=35 :PRINT
 y$:RETURN
2470 IF p%=43 AND sm=0 THEN PRINT"the do
or is shut":p%=44:RETURN
2480 IF p%=43 AND sm=1 THEN PRINT y$:RET
URN
2490 IF p%=65 AND se=1 THEN p%=66:PRINT
y$:RETURN
2500 IF p%=65 AND se=0 THEN PRINT"you ca
n't go that way yet!":RETURN
2510 IF p%=31 OR p%=35 THEN PRINT"the bo
ulder rolls out of the way!!":s1=1:RETUR
N
2520 PRINT "you can't do that here!":RET
URN
2530 IF r=16 AND a(17)=0 THEN PRINT"you
can't change if you havn't got      anot
her one to change with!":RETURN
2540 IF a(16)=1 AND a(17)=1 THEN PRINT"a
hh nice fresh air!":s%=s%+20:sj=0:sk=0:a
ir%=air%+100:RETURN
YOU CAN'T CHEAT BY SAVING GAM
":RETURN
2560 IF p%<>15 THEN PRINT"you can't plac
e it here!":RETURN
2570  PRINT y$:s%=s%+15:su=1:GOTO 3060
2580 IF p%=15 AND su=1 THEN p%=16:PRINT
y$:RETURN
2590 IF p%=15 AND su=1 THEN p%=16:PRINT
y$:RETURN
2600 PRINT"you can't do that here!.":RET
URN
2610 IF p%=44 AND a(14)=0 THEN p%=45:PRI
NT y$:RETURN
YOUR NOT READY YET! PLEASE
":RETURN
2630 IF p%=16 THEN p%=15:PRINT y$:RETURN
2640 PRINT"you can't do that here!":RETU
RN
2650 GOSUB 1800
2660 IF p%=12 AND a(1)=1 THEN PRINT"the
octopus swims away and          dies
 a lonely death!":g$(23)="":b%(23)=0:s%=
s%+5:sv=1:RETURN
2670 IF p%=12 AND a(1)=0 THEN PRINT"the
 octopus grabs me and squeezes me todeat
h!!":GOTO 3000
2680 IF p%=43 THEN p%=44:s%=s%+20:PRINT
y$:RETURN
2690 IF p%=44 THEN PRINT"inside the box
is a switch!":sw=1:RETURN
2700 IF p%=1 AND a(10)=0 THEN PRINT"it's
 empty.":RETURN
2710 IF p%=67 THEN PRINT"the draw slides
 open and inside you see something!":n$(
3)="key":g$(3)="a key":RETURN
2720 IF p%=44 AND sw=1 THEN PRINT"the wa
ter gets pumped out and a door lowdown o
n the floor just big enough to     squeez
e through      (without wet-suit  and ai
rtank) opens up!.":RETURN
2730 IF p%=44 AND sx=0 THEN PRINT"take o
f items":RETURN
2740 IF p%=44 AND sx=1 THEN p%=45:PRINT
y$:RETURN
2750 PRINT"you can't do that here!":RETU
RN
2760 CLS:s%=s%+10:FOR x=13 TO 26:LOCATE
x,4:PEN 3:PRINT"*":NEXT:FOR x=13 TO 26:L
OCATE x,6:PRINT"*":NEXT
2770 LOCATE 13,5:PRINT"* WELL  DONE *"
2780 gg%=251-g%
2790 PRINT:PRINT:PRINT" you completed th
e task in";gg%;"minutes."
2800 LOCATE 7,14:PRINT"You scored";s%;"%
 in your task."
2810 LOCATE 1,20:PRINT"Press the <SPACE
BAR> for another game."
2820 WHILE a$<>" "
2830 a$=INKEY$:WEND
2840 RUN
          CODE ACCEPTED
                MISSILE FIRING ABORTED
":s%=s%+20:sb=1:RETURN
2860 IF p%=71 AND sz=0 THEN PRINT"you ca
n't do that yet!":RETURN
2870 IF p%=71 AND sz=1 THEN PRINT"a secr
et panel opens,and reveals:-      A HIDD
EN LIFT!":s%=s%+10:sc=1:s%(71,3)=72:RETU
RN
2880 PRINT"you can't do that here!":RETU
RN
2890 PRINT"MESSAGE:- GO TO COMPUTER":RET
URN
2900 CLS:FOR x=8 TO 31:LOCATE x,2:PRINT"
*":NEXT:LOCATE 8,3:PRINT"* PERIL ON THE
SEA-BED *"
2910 FOR x=8 TO 31:LOCATE x,4:PRINT"*":N
EXT:PRINT
2920 PRINT"    I was on a routine mission
   in a      mini-sub when I was unlucky t
o come        across some old fishing nets
which have    tangled in my propeller and a
re            impossible to free."
2930 PRINT"    I sent a distress signal o
ver the       radio but as I hit the seabed
 the radio    exploded,luckily,I received a
 message,     that I was by an underwater c
omplex and    given a code of entry ¡ ala ¿
."
2940 PRINT"    Unluckily,the radio explod
ed before     I was given the co-ordinates
of where      the complex was to be found!"
2950 PRINT"    The complex holds an amoun
t of          MISSILES,which has to be stop
ped from      firing.And then the complex s
hut down."
2960 LOCATE 13,24:PRINT"press SPACE BAR"
2970 WHILE a$<>" "
2980 a$=INKEY$:WEND
2990 RETURN
3000 LOCATE 1,20:PRINT"Press the <SPACE
BAR> for another game."
3010 WHILE a$<>" "
3020 a$=INKEY$:WEND
3030 RUN
3040 IF s%>99 THEN GOTO 2760
3050 RETURN
3060 a(2)=0:FOR x=1 TO 5:IF v$(x)=g$(2)
THEN v$(x)=""
3070 NEXT:RETURN
```

GAMER LISTING

INTERNATIONAL SOCCER

by NIGEL KETTLEWELL

The World Cup has been disbanded due to fans believing that the system was unfair, because of things like Maradona's handball. Because the world cup was so expensive, FIFA agreed. Now, teams simply play international friendlies at a chosen venue. All the England stars like Lineker and Shilton still play in this game.

One of about 142 venues must be chosen, and then one of about 50 teams, all with real players. You can even play Argentina, with Maradona, and if you're lucky, thrash them hollow, with Lineker, Beardsley, Robson etc, whacking the goals past Fillol like anything on earth!

The data included in the program is important, and best not tampered with unless you know what you're doing . The players of the England squad can be changed by breaking into the program and changing the data and print systems.

Most of the numbers are in inverted commas with VAL before them. This is to save memory so that I could add little bits after it was finished with no fear of running out of memory. These can be converted to normal numbers.

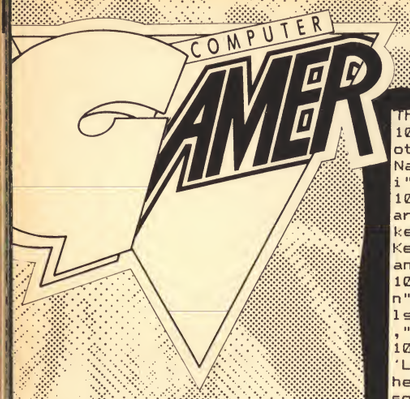
The program is quite simple, but takes a long time setting up the variables. All it does is allow you to choose a certain team, then a venue and the amount of players in defence, midfield and attack you want, you then can pick the actual players for those positions.

After deciding whether these positions are good or not (by taking account of the players' skills) the computer then adds or takes away one or two from both your and your opponents average goalscoring record, and prints up random players to score the only slightly random goals.

```
   0>REM ********************
**          *
 *          * International Soccer
*          *          By          *
          *   Nigel Kettlewell   *
         *                      *
        ***********************
   1 REM This line is not
         important but.........
         All the data contained
         in the program is
         important and must be
         perfect,or the teams
         average goalscoreing
         may seem rather strange
         or something similar
         may happen like
         Zico suddenly playing
         for France.
   2 CLS : BORDER VAL "7": PAPER
 VAL "7": INK VAL "2": BRIGHT VA
L "0": FLASH VAL "0": INVERSE VA
L "0": OVER VAL "0": CLS
  10 DATA VAL "1",VAL "1",VAL "1
",VAL "2",VAL "1",VAL "1",VAL "2
",VAL "2",VAL "3",VAL "0",VAL "2
",VAL "2",VAL "0",VAL "1",VAL "2
",VAL "2",VAL "2",VAL "0",VAL "1
",VAL "2",VAL "1",VAL "2",VAL "2
",VAL"2",VAL "1",VAL "2",VAL "1"
,VAL "1",VAL "1",VAL "1",VAL "2"
,VAL "1",VAL "2",VAL "1",VAL "1"
,VAL "1",VAL "3",VAL "1",VAL "2"
,VAL "1",VAL "2",VAL "1",VAL "3"
,VAL "1",VAL "1",VAL "1",VAL "4"
,VAL "2",VAL "2",VAL "2"
  20 DATA VAL "2",VAL "1",VAL "2
",VAL "1",VAL "2",VAL "3",VAL "1
",VAL "1",VAL "1",VAL "0",VAL "2
",VAL "1",VAL "3",VAL "1",VAL "1
",VAL "1",VAL "1",VAL "3",VAL "1
",VAL "1",VAL "3",VAL "1",VAL "1
",VAL "1",VAL "1",VAL "1",VAL "1
",VAL "1",VAL "2",VAL "1",VAL "1
",VAL "1",VAL "1",VAL "1",VAL "1
",VAL "3",VAL "1",VAL "3",VAL "1
",VAL "1",VAL "1",VAL "1",VAL "1
",VAL "1",VAL "1",VAL "1",VAL "2
",VAL "1",VAL "1",VAL "1"
  30 DATA "Albania","Belgium","G
reece","Poland","Czechoslovakia"
,"Malta","Portugal","Sweden","W.
Germany","England","Finland","Ru
mania","Turkey","N.Ireland","Bul
garia","E.Germany","France","Lux
embourg","Yoguslavia","Austria",
"Cyprus","Hungary","Netherlands"
,"Denmark","Eire"
```

COMPUTER AMER

```
 40 DATA "Soviet Union","Norway
","Switzerland","Iceland","Scotl
and","Spain","Wales","Argentina"
,"Colombia","Peru","Venezuala","
Chile","Ecuador","Urugauy","Boli
via","Brazil","Paraguay","Austra
lia","Italy","Mexico","Canada","
Algeria","Morocco","South Korea"
,"Iraq"
 50 DATA "Brussels","Mielec","A
thens","Tirana","Zazbre","Norrko
ping","Stockholm","Oporto","Colo
gne","Prague","Lisbon","Valleta"
,"Saarbrucken","Malmo","Stuttgar
t","Munich","Pori","Belfast","We
mbley","Antalya","Istanbul","Cra
iova","Bucharest","Helsinki","Ti
misoara"
 60 DATA "Izmir","Tampere","Bel
grade","Luxembourg","Leipzig","E
sch-Sur-Alzette","Paris","Sofia"
,"Zenica","Sarajevo","Babelsberg
","Nicosia","Budapest","Rotterda
m","Vienna","Amsterdam","Dublin"
,"Oslo","Copenhagen","Berne","Mo
scow","Lucerne","Reykjavik","Sev
ille","Hampden Park","Cardiff"
 70 DATA "Wrexham","Bogota","Sa
n Cristobal","Buenos Aires","Lim
a","Quito","Montevideo","Santiag
o","Santa Cruz","Asuncion","San
Salvador","San Juan","Curacao","
St.Louis","Colon","Tegucigalpa";
"Paut-Au-Prince","Paramaribo","G
eorgetown","Vancouver","Los Ange
les","San Jose","Toronto","St.Jo
hns"
 80 DATA "Riyadh","Dubai","Amma
n","Doha","Kuwait","Calcutta","D
amascus","Sana'a","Aden","Bahrai
n","Kathmandu","Kuala Lumpur","S
eoul","Jakarta","Bangkok","Dhaka
","Macao","Hong Kong","Band SB",
"Beijing","Singapore","Tokyo","P
yongyang","Taif","Kobe","Cairo",
"Harare","Nairobi","Addis Ababa"
,"Curecipe","Lilongwe","Ndola","
Kampala","Mwanza","Khartoum","Fr
eetown","Rabat","Cotonou","Tunis
","Abidjan","Banjul","Lagos","Mo
nrovia","Luanda","Dakar"
 81 DATA "Lusaka","Yaounde","Al
giers","Accra","Cairo","Casablan
ca","Benghazi","Tel Aviv","Auckl
and","Christchurch","Melbourne",
"Adelaide","Sydney","Glasgow","P
uebla","Olympic 86","Toluca","Le
on","Irapuato","Jalisco","3 De M
arzo","Neza 86","Queretaro","Uni
versitario","Tecnologico","Aztec
a"
 90 DIM w$(VAL "146",VAL "16"):
 DIM f(VAL "50"): DIM a(VAL "50"
): DIM t$(VAL "50",VAL "14")
 100 FOR n=VAL "1" TO VAL "50"
 110 READ f(n)
 120 NEXT n
 130 FOR n=VAL "1" TO VAL "50"
 140 READ a(n)
 150 NEXT n
 160 FOR n=VAL "1" TO VAL "50"
 170 READ t$(n)
 180 NEXT n
 190 FOR n=VAL "1" TO VAL "146"
 200 READ w$(n)
 210 NEXT n
 211 OVER VAL "1"
 212 INK VAL "7"
 220 PRINT AT VAL "0",VAL "0";"
     International Soccer"
 230 PRINT AT VAL "1",VAL "0";"
               By"
 240 PRINT AT VAL "2",VAL "0";"
       Nigel Kettlewell"
 245 PRINT AT VAL "0",VAL "0";
 250 FOR n=VAL "1" TO VAL "96"
 260 PRINT  INK VAL "2"; ";
 265 BEEP VAL ".025",VAL "1"
 270 NEXT n
 280 INK VAL "2": GO SUB VAL "99
91"
 290 FOR n=VAL "1" TO VAL "15"
 300 PRINT n;"==";t$(n)
 310 NEXT n
 311 INPUT "Which team(or 'm' fo
r more):";p$
 312 IF p$="m" OR p$="M" THEN  C
LS : GO TO VAL "320"
 313 LET t=VAL p$: GO TO VAL "42
0"
 320 FOR n=VAL "16" TO VAL "30"
 330 PRINT n;"==";t$(n)
 340 NEXT n
 341 INPUT "Which team(or 'm' fo
r more):";p$
 342 IF p$="m" OR p$="M" THEN  C
LS : GO TO VAL "350"
 343 LET t=VAL p$: GO TO VAL "42
0"
 350 FOR n=VAL "31" TO VAL "45"
 360 PRINT n;"==";t$(n)
 370 NEXT n
 371 INPUT "Which team(or 'm' fo
r more):";p$
 372 IF p$="m" OR p$="M" THEN  C
LS : GO TO VAL "380"
 373 LET t=VAL p$: GO TO VAL "42
0"
 380 FOR n=VAL "46" TO VAL "50"
 390 PRINT n;"==";t$(n)
 400 NEXT n
 401 INPUT "Which team(or 'm' fo
r more):";p$
 402 IF p$="m" OR p$="M" THEN  C
LS : GO TO VAL "290"
 403 LET t=VAL p$: GO TO VAL "42
0"
 420 GO SUB VAL "9991": PRINT "Y
ou have chosen to play ";t$(t);"
.Now,choose just 1 of the 146 ve
nues!"
 421 GO SUB VAL "9991"
 430 FOR f=VAL "1" TO VAL "12"
 440 PRINT f;"==";w$(f)
 450 NEXT f
 451 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 452 IF v$="m" THEN  GO TO VAL "
460"
 453 LET v=VAL v$: GO TO VAL "80
0"
 460 FOR f=VAL "13" TO VAL "24"
 470 PRINT f;"==";w$(f)
 480 NEXT f
 481 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 482 IF v$="m" THEN  GO TO VAL "
490"
 483 LET v=VAL v$: GO TO VAL "80
0"
 490 FOR f=VAL "25" TO VAL "36"
 500 PRINT f;"==";w$(f)
 510 NEXT f
 511 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 512 IF v$="m" THEN  GO TO VAL "
520"
 513 LET v=VAL v$: GO TO VAL "80
0"
 520 FOR f=VAL "37" TO VAL "48"
 530 PRINT f;"==";w$(f)
 540 NEXT f
 541 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 542 IF v$="m" THEN  GO TO VAL "
550"
 543 LET v=VAL v$: GO TO VAL "80
0"
 550 FOR f=VAL "49" TO VAL "60"
 560 PRINT f;"==";w$(f)
 570 NEXT f
 571 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 572 IF v$="m" THEN  GO TO VAL "
580"
 573 LET v=VAL v$: GO TO VAL "80
0"
 580 FOR f=VAL "61" TO VAL "72"
 590 PRINT f;"==";w$(f)
 600 NEXT f
 601 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 602 IF v$="m" THEN  GO TO VAL "
610"
 603 LET v=VAL v$
 610 FOR f=VAL "73" TO VAL "84"
 620 PRINT f;"==";w$(f)
 630 NEXT f
 631 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 632 IF v$="m" THEN  GO TO VAL "
640"
 633 LET v=VAL v$
 640 FOR f=VAL "85" TO VAL "96"
 650 PRINT f;"==";w$(f)
 660 NEXT f
 661 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 662 IF v$="m" THEN  GO TO VAL "
670"
 663 LET v=VAL v$
 670 FOR f=VAL "97" TO VAL "108"
 680 PRINT f;"==";w$(f)
 690 NEXT f
 691 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 692 IF v$="m" THEN  GO TO VAL "
700"
 693 LET v=VAL v$: GO TO VAL "80
0"
 700 FOR f=VAL "109" TO VAL "120
"
 710 PRINT f;"==";w$(f)
 720 NEXT f
 721 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 722 IF v$="m" THEN  GO TO VAL "
730"
 723 LET v=VAL v$: GO TO VAL "80
0"
 730 FOR f=VAL "121" TO VAL "132
"
 740 PRINT f;"==";w$(f)
 750 NEXT f
 751 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 752 IF v$="m" THEN  GO TO VAL "
760"
 753 LET v=VAL v$: GO TO VAL "80
0"
 760 FOR f=VAL "133" TO VAL "146
"
 770 PRINT f;"==";w$(f)
 780 NEXT f
 781 INPUT "INPUT venue number o
r 'm' for   more venues:";v$
 782 IF v$="m" THEN  GO TO VAL "
430"
 783 LET v=VAL v$: GO TO VAL "80
0"
 800 IF t=VAL "10" THEN  PRINT "
You have been very silly in
choosing to play yourself.Start
again!": PAUSE VAL "0": RUN
 810 IF w$(v)="Christchurch    "
 OR w$(v)="Sydney              " OR
w$(v)="Melbourne          " THEN P
RINT "It's a long way to Austral
ia.You'll be tired by the end of
 the journey.This could forfeit
a goal!": GO TO VAL "820"
 815 GO TO VAL "830"
 820 LET g=INT (RND*VAL "100"):
IF g>VAL "50" THEN  LET a(VAL "1
0")=a(VAL "10")+VAL "1"
 830 IF w$(v)="Wembley         "
 THEN  PRINT "Aaahh!You're usual
ly very good  while playing at h
ome!": GO TO VAL "840"
 835 GO TO VAL "850"
 840 LET g=INT (RND*VAL "100"):
IF g>VAL "50" THEN  LET f(VAL "1
0")=f(VAL "10")+VAL "1"
 850 IF w$(v)="Moscow          "
 THEN  PRINT "Hmmmm!Commies don'
t like Englishmen!You won't have
 a lot of fans cheering you on!"
: GO TO VAL "860"
 855 GO TO VAL "870"
 860 LET g=INT (RND*VAL "100"):
IF g>VAL "50" THEN  LET a(VAL "1
0")=a(VAL "10")+VAL "1"
 870 IF w$(v)="Beunos Aires    "
 THEN  PRINT "Pity it's in Argen
tina.THEY haven't forgotten the
war.They're hardly letting any E
nglish spectators in!": GO TO VA
L "880"
 875 GO TO VAL "890"
 880 LET g=INT (RND*VAL "100"):
IF g>VAL "50" THEN  LET a(VAL "1
0")=a(VAL "10")+VAL "1"
 890 IF w$(v)="Hampden Park    "
 OR w$(v)="Wrexham             " THE
N  PRINT "Not TOO for to Scotlan
d!You      should play pretty wel
l.": GO TO VAL "900"
 895 GO TO VAL "910"
 900 LET g=INT (RND*VAL "100"):
IF g<VAL "75" THEN  LET f(VAL "1
0")=f(VAL "10")+VAL "1"
 910 IF w$(v)="Cardiff         "
 OR w$(v)="Belfast             " THE
N  PRINT "Quite a way,but at lea
st it's   part of the United Kin
gdom!": GO TO VAL "920"
 915 GO TO VAL "930"
 920 LET g=INT (RND*VAL "100"):
IF g<VAL "75" THEN  LET f(VAL "1
0")=f(VAL "10")+VAL "1"
 930 IF v>VAL "61" AND v<VAL "76
" THEN  PRINT "It is a heck of a
 long way to North/Central Ameri
ca!Boy,You'll be very tired!Oh w
ell!At least you're going by Jum
bo Jet!": GO TO VAL "940"
 935 GO TO VAL "950"
 940 LET g=INT (RND*VAL "10"): I
F g<VAL "7" THEN  LET a(VAL "10"
)=a(VAL "10")+VAL "1"
 950 IF v>VAL "75" AND v<VAL "10
1" THEN  PRINT "ASIA!You must be
 mad!OK!Get ready for the journe
y.....": GO TO VAL "960"
 955 GO TO VAL "970"
 960 LET g=INT (RND*VAL "50"): I
F g>VAL "35" THEN  LET a(VAL "10
")=a(VAL "10")+VAL "1"
 970 IF v>VAL "100" AND v<VAL "1
28" THEN  PRINT "Haven't you hea
rd?The Africans  are against our
 Anti-Apartheid  movement and ou
r sanctions!      You're not goin
g to get a lot ofsupport!Well!He
re goes.....": GO TO VAL "9
80"
 975 GO TO VAL "990"
 980 LET g=INT (RND*VAL "1000"):
 IF g<VAL "850" THEN  LET a(VAL
"10")=a(VAL "10")+VAL "1"
 990 IF v>VAL "127" AND v<VAL "1
34" THEN  PRINT "In ISRAEL?Cor!L
ong journey!Get  yourself packed
 for an overnighttravel.......":
 GO TO VAL "1000"
 995 GO TO VAL "01010"
1000 LET g=INT (RND*VAL "100"):
IF g>VAL "50" THEN  LET a(VAL "1
0")=a(VAL "10")+VAL "1"
1010 GO SUB VAL "9991"
1020 PRINT "So,you're playing ";
t$(t);"at the ";w$(v);" stadium!
"
1030 GO SUB VAL "9991"
1040 PRINT "Due to your journeys
,your      abilities may be alt
ered by the odd goal!": PRINT
1050 DATA "Musta","Zmijani","Tar
gaj","Omuri","Demolari","Hodja",
"Josa","Muca","Ballgjini","Minga
","Kola"
1051 DATA "Munaron","Grun","Devr
iese","Renquin","De Wolf","Leo V
an Der Elst","Vandereycken","Ver
cauteren","Scifo","Czerniatynski
","Claesen"
1052 DATA "Sarganis","Xanthopoul
os","Karulias","Mitsibonas","Mic
jos","Vamvakulos","Hadzopoulos",
"Semertsidis","Anastopoulos","Mi
tropoulos","Kofidis"
1053 DATA "Kazimierski","Kubicki
","Zmuda","Wojciki","Wdowczyk","
Buda","Boniek","Matysik","Palasz
","Dziekanowski","Smolarek"
1054 DATA "Miklosko","Jacubec","
Prokes","Fiala","Rada","Berger",
"Janecka","Jarolim","Ondra","Zel
ensky","Knoflicek"
1055 DATA "Midsuf","Buttigieg","
Aquilana","Holland","Borg","Alex
 Azzopardi","Alf Azzopardi","Far
rugia","Vella","Degiorgio","Musc
at"
1056 DATA "Bento","Joao Pinto","
Lima Pereira","Eurico","Inacio",
"Frasco","Jaime Pacheco","Carlos
 Manuel","Sousa","Gomes","Diaman
tino"
1057 DATA "Ravelli","Erlandsson"
,"Hysen","Dahlqvist","Fredriksso
n","Eriksson","Borg","Tord Holmg
ren","Tommy Holmgren","Sandberg"
,"Holmqvist"
1058 DATA "Schumacher","Herget",
"Forster","Jakobs","Matthaus","B
rehme","Allofs","Rahn","Briegel"
,"Voller","Rummenigge"
1059 DATA "1","2","3","4","5","6
","7","8","9","10","11"
1060 DATA "Huttonen","Tekonen","
Kymalainen","Ikalainen","Petaja"
,"Turunen","Houtsonen","Ukkonen"
,"Rantanen","Rautiainen","Valvee
"
1061 DATA "Yasar","Ismail","Yusu
f","Kemal","Cem","Rasit","Mujdat
","Ridvan","Ahmet","Tuncay","Erd
al"
1062 DATA "Lung","Rednic","Stefa
nescu","Iorgulesco","Ungureanu",
"Ticleanu","Andone","Klein","Iri
mescu","Augustin","Hagu"
1063 DATA "Jennings","Nicholl","
McLelland","McElhinney","Donaghy
","O'Neill","McIlroy","Armstrong
","Hamilton","Whiteside","Stewar
t"
1064 DATA "Mikhailov","Petrov","
Arabov","Markov","Dimitrov","Zdr
avkov","Yanchev","Sadakov","Veli
tchkov","Gospodinov","Mladenov"
1065 DATA "Muller","Kreer","Dorn
er","Stahmann","Zotsche","Rohde"
,"Ernst","Troppa","Steinbach","M
inge","Glowatzsky"
1066 DATA "Bats","Bibard","Batti
ston","Bossis","Amoros","Fernand
ez","Tusseau","Giresse","Platini
","Ferreri","Brisson"
1067 DATA "Van Rijswick","Michau
d","Scheuer","Petry","Meunier","
Schonkert","Hellers","Weis","Dre
sch","Langers","Reiter"
1068 DATA "Stojic","Zoran Vujovi
c","Baljic","Gudelj","Hadzibegic
","Radanovic","Sestic","Sliskovi
c","Vokrri","Pancev","Zlatko Vuj
ovic"
1069 DATA "Koncilia","Krauss","L
ainer","Obermayer","Pezzey","Gis
inger","Prohaska","Weber","Horma
n","Schachner","Willfurth"
1070 DATA "Konstantinou","Miamil
iotis","Kezos","Pantziaras","Ero
tokritou","Tsingis","Dimitrou","
Giakoudakis","Kounnas","Fokis","
```




```
Theophanos"
1071 DATA "Andrusch","Sallai","R
oth","Garaba","Varga","Kardos","
Nagy","Detari","Kiprich","Nyilas
i","Esterhazy"
1072 DATA "Van Breukelen","Rijka
ard","Spelbos","Silooy","Wijnste
kers","Valke","Gullit","Van der
Kerkhof","Van Basten","Kieft","V
an Der Gijp"
1073 DATA "Qvist","Busk","M.Olse
n","Nielsen","Christofte","Berte
lsen","Molby","Brylle","J.Olsen"
,"Laudrup","Elkjaer"
1074 DATA "McDonagh","Devine","O
'Leary","Lawrenson","Hughton","W
helan","Grealish","Brady","Robin
son","Walsh","Galvin"
1075 DATA "Thorstvedt","Hareide"
,"Soler","Kojedal","Grondalen","
Herlovsen","Ahlsen","Davidsen","
Giske","Dokken","Seland"
1076 DATA "Engel","In-Albon","We
hrli","Egli","Schallibaum","Koll
er","Geiger","Hermann","Brigger"
,"Barbers","Sutter"
1077 DATA "Dasayev","Sulakvelidz
e","Chivadze","Demianenko","Balt
achaga","Gotsmanov","Litovchenko
","Bessonov","Aleinikov","Rodion
ov","Blokhin"
1078 DATA "Sigurdsson","Thrainso
nn","Sveinsonn","Bergs","Sigi Jo
nsson","Sigurvinsson","Edvaldsso
n","Thorbjornsson","Gudlaugsson"
,"Petursson","Gratarsson"
1079 DATA "Leighton","Nicol","Al
biston","Souness","McLeish","Mil
ler","Dalglish","McStay","Johnst
on","Bett","Cooper"
1080 DATA "Arconada","Urquiaga",
"Camacho","Maceda","Goicoechea",
"Gordillo","Senor","Victor","San
tillana","Urtubi","Rincon"
1081 DATA "Southall","Slatter","
Charles","Ratcliffe","Jackett","
Phillips","James","Davies","Thom
as","Hughes","Rush"
```

```
1082 DATA "Fillol","Passarella",
"Clausen","Trossero","Garre","Gi
usti","Russo","Maradona","Barbas
","Burruchaga","Pasculli"
1083 DATA "Zape","Prince","Luna"
,"Molina","Porras","Sarmiento","
Morales","Ortiz","Barrios","Igua
ran","Lugo"
1084 DATA "Acasuzo","Diaz","Roja
s","Castullo","Olaechea","Cueto"
,"Chirinos","Velasquez","Barbadi
llo","Navarro","Uribe"
1085 DATA "Baena","Acosta","Torr
es","Simonelli","Campos","Sanche
z","Cedeno","Maldonado","Febles"
,"Anor","Carrero"
1086 DATA "Rojas","Garrido","Sot
o","Hormazabel","Gomez","Hisis",
"Mardones","Aravena","Yanez","Ne
ira","Letelier"
1087 DATA "Rodriguez","Perlaza",
"Quinonez","Armas","Maldonado","
Hurtado","Villafuerte","De Negri
","Baldeon","Benitez","Moreno"
1088 DATA "Rodriguez","Montelong
o","Gutierrez","Pereira","Batist
a","Saralegui","Bossio","Santin"
,"Ramos","Francescoli","Da Silva
"
1089 DATA "Galarza","Coimbra","H
errera","Vaca","Saldias","Melgar
","Castill","Romero","Paniagua",
"Canchez","Rojas"
1090 DATA "Carlos","Leandro","Os
car","Edinho","Junior","Cerezo",
"Socrates","Zico","Casagrande","
Careca","Eder"
1091 DATA "Fernandez","Torales",
```

```
"Delgado","Zavala","Schettina","
Romero","Nunes","Canete","Ferrei
ra","Hicks","Cabanas"
1092 DATA "Greedy","Davidson","J
ennings","Yankos","Ratcliffe","D
unn","Murphy","Crino","Kosmina",
"Mitchell","Patikas"
1093 DATA "Tancredi","Bergomi","
Scirea","Cabrini","Bagni","Tarde
lli","Di Gennardo","Ancelotti","
Conti","Rossi","Altobelli"
1094 DATA "Larios","Trejo","Barb
osa","Manzo","Amador","Munoz","E
spana","Boy","Sanchez","Flores",
"Hermosillo"
1095 DATA "Dolan","Lenarduzzi","
Bridge","Moore","Norman","Ragan"
,"Sweeney","James","Garraway","V
rablic","Valentine"
1096 DATA "Drid","Sadmi","Guendo
uz","Kourichi","Kaci Said","Maro
c","Yahi","Madjer","Menad","Boui
che","Bensaoula"
1097 DATA "Zaki","El Biaz","Bouy
ahyaoui","Hcina","Lamriss","Dolm
y","El Haddaoui","Timoumi","Bied
","Merry","Krimau"
1098 DATA "Yun Kyo","Kyung Hoon"
,"Yong Hwan","Jong Soo","Tae Ho"
,"Jong Boo","Chang Sun","Sam Soo
","Soon Ho","Joo Sung","Bum Kun"
1099 DATA "Hammoudi","Arabi","De
rjal","Alawi","Shawir","Gewargis
","Mohammed","Hachim","Rhadi","S
aid","Ali"
1100 RESTORE VAL "1050": DIM p$(
VAL "550",VAL "16"): FOR f=VAL "
1" TO VAL "550": READ p$(f): NEX
T f
1110 PRINT t$(t);"is made up of:
-": PRINT : FOR f=VAL "10" TO VA
L "0" STEP -VAL "1": PRINT p$((t
*VAL "11"-f)): NEXT f
1120 PRINT "Coming up is the Eng
land squad!": GO SUB VAL "9991"
1140 DATA "Shilton","Bailey"
1150 DATA "Anderson","Butcher","
Fenwick","Martin","Sansom","Stev
ens","Wright"
1160 DATA "Reid","Barnes","Brace
well","Hoddle","Robson","Steven"
,"Watson","Wilkins"
1170 DATA "Dixon","Francis","Hat
eley","Waddle","Woodcock","Linek
er","Beardsley"
1180 DIM e$(VAL "24",VAL "9"): F
OR f=VAL "1" TOVAL "24": READ e$
(f):f
1190 RESTORE VAL "1140": FOR f=V
AL "1" TO VAL "24": PRINT e$(f):
 NEXT f
1200 GO SUB VAL "9991"
1201 INPUT "INPUT No. of defende
rs,          midfielders and forw
ards(ie.     3-4-3):-";a,b,c
1210 DIM d$(VAL "4",VAL "9"): DI
M m$(VAL "4",VAL "10"): DIM f$(V
AL "4",VAL "10")
1220 INPUT "Shilton=(s),or Baile
y=(b):-";z$
1230 IF z$<>"s" AND z$<>"b" THEN
  GO TO VAL "1220"
1240 IF z$="s" THEN  LET g$="Shi
lton": GO TO VAL "1260"
1250 LET g$="Bailey"
1260 PRINT "INPUT ";a;" defender
s,";b;"      midfielders and ";c;
" forwards."
1270 PRINT "1=Anderson,2=Butcher
,3=Fenwick,  4=Martin,5=Sansom,6=
Stevens,     7=Wright are all   d
efenders."
1280 PRINT "1=Reid,2=Barnes,3=Br
acewell,     4=Hoddle,5=Robson,6=
Steven,      7=Watson and 8=Wilki
ns all play in midfield position
s."
1290 PRINT "1=Dixon,2=Francis,3=
Hateley,     4=Waddle,5=Woodcock
and the      goalscoring   machi
ne,6&7,      Lineker and Beardsle
y all play   up front to gain tho
se vital     goals!"
```



```
1300 DIM d(a): DIM m(b): DIM q(c
): FOR f=VAL "1" TO a: INPUT "De
fenders:-";d(f): NEXT f
1310 LET aa=d(VAL "1"): LET bb=d
(VAL "2"): LET cc=d(VAL "3"): IF
 a=VAL "4" THEN  LET dd=d(VAL "4
")
1311 LET d$(VAL "1")=e$(aa+VAL "
2")
1312 LET d$(VAL "2")=e$(bb+VAL "
2")
1313 LET d$(VAL "3")=e$(cc+VAL "
2")
1314 IF a=VAL "4" THEN  LET d$(V
AL "4")=e$(dd+VAL "2")
1320 FOR f=VAL "1" TO b: INPUT "
Midfields:-";m(f): NEXT f
1330 LET aa=m(VAL "1"): LET bb=m
(VAL "2"): LET cc=m(VAL "3"): IF
 b=VAL "4" THEN  LET dd=m(VAL "4
")
1331 LET m$(VAL "1")=e$(aa+VAL "
9")
1332 LET m$(VAL "2")=e$(bb+VAL "
9")
1333 LET m$(VAL "3")=e$(cc+VAL "
9")
1334 IF b=VAL "4" THEN  LET m$(V
AL "4")=e$(dd+VAL "9")
1340 FOR n=VAL "1" TO c: INPUT "
Forwards:-";q(n): NEXT n
1345 LET aa=q(VAL "1"): LET bb=q
(VAL "2"): LET cc=q(VAL "3"): IF
 c=VAL "4" THEN  LET dd=q(VAL "4
")
1350 LET f$(VAL "1")=e$(aa+VAL "
17")
1351 LET f$(VAL "2")=e$(bb+VAL "
17")
1352 LET f$(VAL "3")=e$(cc+VAL "
17")
1353 IF c=VAL "4" THEN  LET f$(V
AL "4")=e$(dd+VAL "17")
1360 GO SUB VAL "9991": PRINT q$
: FOR f=VAL "1" TO a: PRINT d$(f
): NEXT f: FOR f=VAL "1" TO b: P
RINT m$(f): NEXT f: FOR f=VAL "1
" TO c: PRINT f$(f): NEXT f
1370 GO SUB VAL "9991"
1380 IF f$(VAL "1")="Lineker   "
 AND f$(VAL "2")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1381 IF f$(VAL "1")="Lineker   "
 AND f$(VAL "3")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1382 IF c=VAL "4" THEN  IF f$(VA
L "1")="Lineker   " AND f$(VAL "
4" AND c=VAL "4")="Beardsley " T
HEN  LET f(VAL "10")=f(VAL "10")
+VAL "1"
1383 IF f$(VAL "2")="Lineker   "
 AND f$(VAL "1")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1384 IF f$(VAL "2")="Lineker   "
 AND f$(VAL "3")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1385 IF c=VAL "4" THEN  IF f$(VA
L "2")="Lineker   " AND f$((VAL
"4" AND c=VAL "4"))="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
1386 IF c=VAL "4" THEN  IF f$(VA
L "3")="Lineker   " AND f$((VAL
"4" AND c=VAL "4"))="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
1387 IF f$(VAL "3")="Lineker   "
 AND f$(VAL "1")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1388 IF f$(VAL "3")="Lineker   "
 AND f$(VAL "2")="Beardsley " TH
EN  LET f(VAL "10")=f(VAL "10")+
VAL "1"
1389 IF c=VAL "4" THEN  IF f$((V
AL "4" AND c=VAL "4"))="Lineker
  " AND f$(VAL "2")="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
```

```
1390 IF c=VAL "4" THEN  IF f$((V
AL "4" AND c=VAL "4"))="Lineker
  " AND f$(VAL "2")="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
1391 IF c=VAL "4" THEN  IF f$((V
AL "4" AND c=VAL "4"))="Lineker
  " AND f$(VAL "1")="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
1392 IF c=VAL "4" THEN  IF f$((V
AL "4" AND c=VAL "4"))="Lineker
  " AND f$(VAL "3")="Beardsley "
 THEN  LET f(VAL "10")=f(VAL "10
")+VAL "1"
1393 IF g$="Shilton" AND a(VAL "
10")<>VAL "0" THEN  LET a(VAL "1
0")=a(VAL "10")-VAL "1"
1394 IF g$="Bailey" AND a(VAL "1
0")<>VAL "0" THEN  LET a(VAL "10
")=a(VAL "10")+VAL "1"
1395 IF t=VAL "9" AND f(VAL "10"
)>VAL "0" THEN  LET f(VAL "10")=
f(VAL "10")-VAL "1"
1396 FOR f=VAL "1" TO a: IF d$(f
)="Fenwick" THEN  LET g=INT (RND
*VAL "0100"): IF g<VAL "75" THEN
  LET a(VAL "10")=a(VAL "10")+VA
L "1"
1397 NEXT f
1398 FOR f=VAL "1" TO VAL "4": I
F d$(f)="Anderson " THEN  LET g=
INT (RND*VAL "100"): IF g>VAL "9
0" THEN  LET f(VAL "10")=f(VAL "
10")-VAL "1"
1399 NEXT f
1400 FOR f=VAL "1" TO VAL "4": I
F d$(f)="Butcher  " THEN  LET g=
INT (RND*VAL "100"): IF g<VAL "6
0" THEN  LET a(VAL "10")=a(VAL "
10")-(VAL "1" AND a(VAL "10")>VA
L "0")
1401 NEXT f
1402 FOR f=VAL "1" TO VAL "4": I
F d$(f)="Martin   " THEN  LET g=
INT (RND*VAL "100"): IF g<VAL "7
0" THEN  LET a(VAL "10")=a(VAL "
10")-(VAL "1" AND a(VAL "10")>VA
L "0")
1403 NEXT f
1404 FOR f=VAL "1" TO VAL "4": I
F d$(f)="Sansom   " THEN  LET g=
INT (RND*VAL "100"): IF g<VAL "2
0" THEN  LET a(VAL "10")=a(VAL "
10")-(VAL "1" AND a(VAL "10")>VA
L "0")
1405 NEXT f
1406 FOR f=VAL "1" TO VAL "4": I
F d$(f)="Stevens  " THEN  LET g=
INT (RND*VAL "100"): IF g<VAL "4
5" THEN  LET a(VAL "10")=a(VAL "
10")-(VAL "1" AND a(VAL "10")>VA
L "0")
1407 NEXT f
1408 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Barnes   " THEN  LET g=
INT (RND*VAL "100"): IF g<VAL "7
5" THEN  LET f(VAL "10")=f(VAL "
10")+VAL "1"
1409 NEXT f
1410 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Bracewell " THEN  LET g
=INT (RND*VAL "100"): IF g<VAL "
50" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1411 NEXT f
1412 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Hoddle   " THEN  LET g
=INT (RND*VAL "100"): IF g<VAL "
70" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1413 NEXT f
1414 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Steven   " THEN  LET g
=INT (RND*VAL "100"): IF g<VAL "
60" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1415 NEXT f
1416 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Robson   " THEN  LET g
=INT (RND*VAL "100"): IF g<VAL "
80" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
```

```
1417 NEXT f
1418 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Watson   " THEN  LET g
=INT (RND*VAL "100"): IF g<VAL "
20" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1419 NEXT f
1420 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Wilkins  " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
30" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1421 NEXT f
1422 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Reid     " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
80" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1423 NEXT f
1424 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Dixon    " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
50" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1425 NEXT f
1426 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Francis  " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
58" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1427 NEXT f
1428 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Hateley  " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
65" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1429 NEXT f
1430 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Waddle   " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
75" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1431 NEXT f
1432 FOR f=VAL "1" TO VAL "4": I
F m$(f)="Woodcock " THEN  LET g
=INT (RND*VAL "100"): IF g>VAL "
75" THEN  LET f(VAL "10")=f(VAL
"10")+VAL "1"
1433 NEXT f
1434 IF t=VAL "14" THEN  LET f(V
AL "10")=f(VAL "10")-VAL "1"
1440 GO SUB VAL "9991"
1450 LET enscore=f(VAL "10")+a(t
): LET escore=a(VAL "10")+f(t)
1460 FOR f=VAL "1" TO enscore: L
ET g=INT (RND*c)+VAL "1": REM  P
RINT f$(g);" scores!": PAUSE INT
 (RND*150): NEXT f
1461 LET r=INT (RND*b)+VAL "1":
LET x=INT (RND*VAL "2")+VAL "1"
1462 IF x=VAL "1" THEN  PRINT "A
 great run and then shot by ";m$
(r): GO TO VAL "1464"
1463 PRINT f$(g);" scores!"
1464 NEXT f
1470 PRINT t$(t);" could be back
 in the game!";: FOR f=VAL "1" T
O escore: LET g=INT (RND*VAL "7"
): PRINT p$((t*VAL "11"-VAL "11"
+VAL "4"+g));" scores for ";t$(t
);".": PAUSE INT (RND*VAL "150")
: PRINT : NEXT f
1480 PRINT "Final score:-": PRIN
T : PRINT "England",t$(t): PRINT
 "    ";enscore,escore
9990 STOP : REM Subroutine.
9991 PRINT £VAL "0";"Press any k
ey to continue.": PAUSE VAL "0":
 CLS : RETURN
9997 STOP
9998 SAVE "Soccer" LINE 0
9999 VERIFY "Soccer"
```

MOONMIST

GAMER REVIEW

Title: MOONMIST
Computer: COMMODORE 64
Supplier: INFOCOM/ACTIVISION
Price £24.99

Gordon Hamlett goes to Cornwall and investigates whether or not Infocom's latest game is a pasty.

SHOCK! HORROR! READ ALL ABOUT IT. INFOCOM'S LATEST GAME IS LESS THAN BRILLIANT! Before these appalling headlines drive adventurers everywhere to suicide by sticking their heads in their disk drives or leaping off their Commodores, perhaps I should clarify matters. Infocom, the world's, nay, the universe's best adventure game writers have produced a game that is, by their standards, not quite top notch. Before other software companies start rubbing their hands with glee, I will quickly point out that with few notable exceptions, dropping down from excellent to very good still means that Infocom's games are streets ahead of anything else on the market. So what has brought about this terrible downfall? Read on.

It all started when you received a letter from your friend, Tamara Lynd. She has just announced her engagement to a British Lord no less. Lord Jack Tresyllian is owner of Tresyllian Castle down in Cornwall. Tamara met him when she went to work for him as a secretary. The letter is full of stories about the castle, Cornwall and Jack's friends. The main gossip though is about Deirdre, one of Jack's old girlfriends who has tragically drowned by falling down an old disused well. This has resurrected all sorts of stories about the White Lady who is supposed to haunt the castle. Several people have now claimed to have seen the ghost and all say that she looks just like Deirdre.

This letter is followed by another one eight days later. Suddenly, mood has changed for Tamara is now convinced that someone is trying to kill her! First with a black widow spider and then with an adder. As you are such a dear friend and have something of a reputation for solving mysteries she implores you to come and help her. So it is that you find yourself driving down to the West Country. The story starts as you arrive outside the castle.

A quick introduction to the guests and it's upstairs to change for dinner. The butler, Bolitho, is much concerned for your health and gives you some good advice, not to mention a can of anti-ghost spray. Things really hot up at dinner when proceedings are interrupted by a tape recorded message from Jack's late Uncle Lionel — an eccentric explorer. It appears that Lionel had found a great treasure which everyone had assumed was lost. Now it appears that is not so much lost as hidden. That then is one of the mysteries that you have to solve together with does the White Lady have any substance and will there still be a Tamara tomorra?

As with all Infocom's recent games, you can play a person of either sex with the responses changed accordingly. There are also four different scenarios included within the game so that the game doesn't become useless when you have completed it for the first time. All this is achieved at the start of the game. When you get out of your car, you find that the gates are locked. Touching a small carved wyvern (dragon) on the gates causes a voice to ask who you are and what your favourite colour is. According to the title you give yourself — Miss, Lord, Sir or whatever, so your sex is determined. I tried to fool the program by giving a neutral 'Doctor' as my title but the game coped admirably and just avoided all references to my gender. The colour that you choose, apart from being the colour of your bedroom, fixes which variant you choose to play.

The game is of introductory level standard which means that it is quite easy to play. Characters drop hints all over the place and drag you back if you start asking questions that are way off the mark. The game consists of exploring the castle, finding secret passages etc and asking the guests what they know about various items or other characters. If you are new to Infocom's detective stories, Moonmist would make an excellent starting place.

So why the grumbles mentioned in the first paragraph? Well, the atmosphere is not up to Infocom's usual standard. This is quite simply because it was playtested by Americans only. Any blue-blooded Englishman would quickly have pointed out that butlers don't go around saying 'Oh! It's a lovely piece of real estate what.' Nor do Officers of the Coldstream Guards say 'Blimey'. Dinner would be served by the butler and not be self service and most certainly not consist of fish, fowl, vegetables and sweets all on the same plate. As Derek Jameson might say, 'Do they mean us?'

The Infocom parser, once the envy of software houses everywhere is now beginning to look a bit dated when compared to the one used by Magnetic Scrolls in the Pawn, for instance. I got constantly annoyed by examples such as the following. Lord Jack was describing the drowning and said that he had discovered Deirdre's necklace. 'Tell me about the necklace' I asked. 'You haven't found the necklace yet' replied the computer. It shouldn't have been too difficult for Lord Jack to say 'Just an ordinary necklace' and so avoid spoiling part of the game. The same thing happened when Bolitho told me that the castle was full of secrets. On enquiring about them, I was told that I hadn't found the secret passages yet.

The game comes complete with the usual goodies associated with Infocom's packaging. A library book of Cornish ghost stories, a tourist guide to Tresyllian Castle, the two letters from Tamara (complete with an unheard of Infocom spelling mistake) and an iron on transfer for a tee-shirt. Moonmist is still an excellent game despite my gripes. No doubt our friends across the pond would claim that we are too class conscious if we get upset about such trivial matters of etiquette but it's one of the few things that we do better than the Yanks these days.

All this is beginning to sound as if Moonmist is the worst game ever written. It isn't. It is very near the top of an all time list of adventure games. It's just that most of the games above it also bear the name Infocom.

SCORELINES

Impact	85%
Originality	80%
Gameplay	75%
X-Factor	80%
OVERALL	**80%**

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HELP! The Beautiful Girl

FIGHT! The Brave Carpenter

Casanga

Classic arcade action with this all time coin-op favourite.

Outwit the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in down town New York. Multiple screens and fast moving action, dodge boards, fireballs and much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down.

Screen shots taken from various computer formats.

SPECTRUM 7·95 EACH

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SPECTRUM AMSTRAD

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GAMER REVIEW

bane of the month

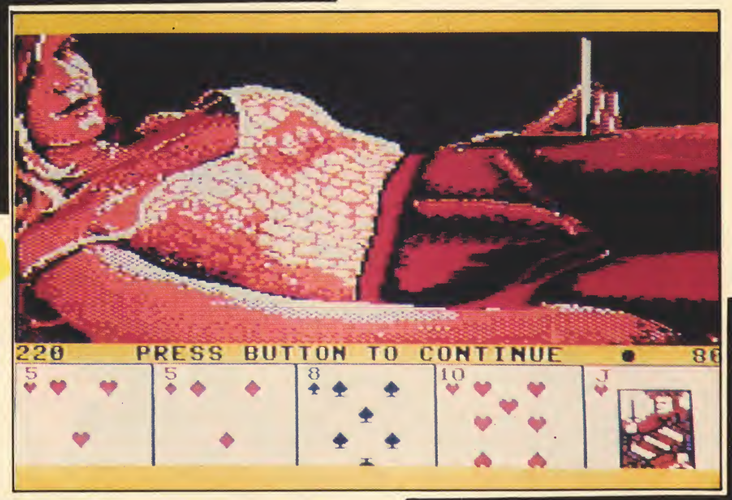
Roll up all you sexist MCPs as Gordon Hamlett lays bare Strip Poker

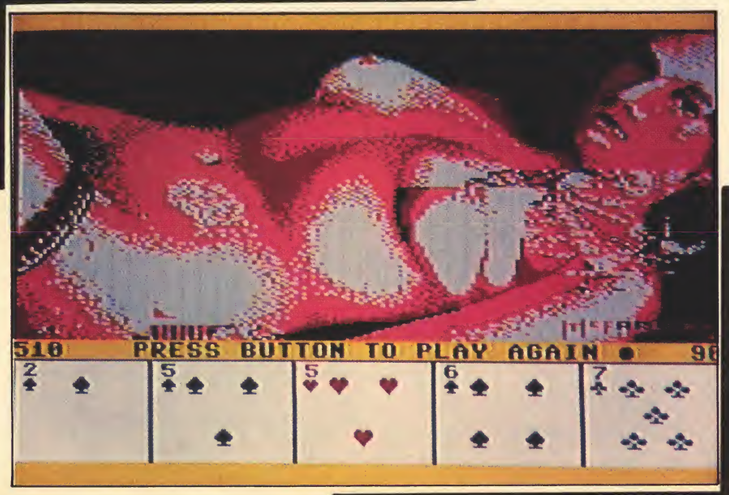
Title:	**Strip Poker**
Computer:	**Plus 4**
Supplier:	**Anco**

Nudge nudge, wink wink. Fancy a game of strip poker? You know, that game you used to play at school when the bike shed was out of bounds. Perhaps you never got invited to join in that sort of game. If not, and you happen to own a Plus 4, here's your chance to find out what you've been missing. In case you're now getting all hot under the collar, I'll let you into a little secret. The answer is: not a lot. Well, not from the game anyway.

The two ladies who invite you to discover what they're made of are Suzi and Melissa and you must select one at the start of the game. The lass in question starts off with $100. Should you manage to relieve her of her money, she will borrow another hundred at the cost of one item of clothing. The game is five card draw poker. An initial ante, betting based on your original hand, change as many cards as you want and try to improve your hand, another round of betting and the final showdown.

The girls are supposed to play in their own individual styles but I didn't have time to discover what this style was as it only took me a total of twenty minutes to totally disrobe both of them. This included reloading the game because, once you have beaten one of the girls, you cannot select the other. Let it be said as well that I am not a good poker player — I know the rules and that's about it. Twenty minutes to finish a game suggests that the playability is just ever so slightly wrong.





So, the crunch question. What are the pictures like? There are five digitised images for each young lady and the best way to describe them is to imagine Page 3 of the Sun — smudged! They are about as erotic as a wet weekend in Sheffield, although the fact that I was sitting there dressed in hat, overcoat, scarf, gloves and half a dozen jumpers just in case I lost could have had something to do with it! Seriously though, if you must get your jollies this way, go and buy a copy of Playboy. The women are still plastic but at least you can see exactly what it is you're missing.

SCORELINE	
Impact	45%
Originality	30%
Gameplay	20%
X-Factor	30%
OVERALL	**31%**

"duffers"

Title:	**Konami's Golf**
Computer:	**Spectrum**
Supplier:	**Imagine**
Price:	**£8.95**

Golf seems to be the in game at the moment. After a spate of simulations on the C64, it is now the Spectrum's turn to ready clubs for battle. First up to the tee is Konami's Golf.

The screen is divided into three main area. A small box, top right gives details of the scores. Underneath that is a map of the hole and to the left, the main box shows the course just as the golfer would see it. Playing a shot is dead easy. You select whether you want to play straight or deliberately hook or slice the ball. A cursor is then moved to the direction in which you want to hit it. Your club is selected and then it is simply a matter of waiting for a constantly moving power indicator to reach the desired level and pressing fire to execute your shot.

You must avoid landing out of bounds which to all intents and purposes is anywhere on the course depicted as forest. Landing there results in penalty strokes being awarded against you. You must also take the wind into account although its effect is fairly minimal.

Once on the green, your putter is automatically selected. Little arrows lie all over the green making it look like a sheet of material as used in prisoners' suits but they are actually for a purpose and are used to indicate the slope of the green.

And that's all there is to it. The game is too easy to play and, with only nine holes, there is not enough to it. Not recommended.

Gordon Hamlett

SCORELINE	
Impact	50%
Originality	30%
Gameplay	30%
X-Factor	30%
OVERALL	**35%**

Title:	**Jailbreak**
Computer:	**Amstrad**
Supplier:	**Konami**
Price:	**£7.95**

Konami is the coin-op giant that has been licencing its games through Imagine/The Edge for a couple of years now, but has recently set up shop for itself. Jailbreak is the first result of their efforts, with games like Nemesis and Salamander to follow. However, looking at Jailbreak my hopes of seeing good conversions of these is rapidly fading.

The game is based on the coin-op Konami game of 18 months ago. You play a cop who, single handed, is trying to stop a mass breakout from the local nick. These escaped convicts wander across the screen shooting at you, taking hostages, and generally making a nuisance of themselves. Later on they get extra weapons and start taking over vehicles. You can get extra weapons (grenade launcher, bazooka etc.) to defend yourself against them as well.

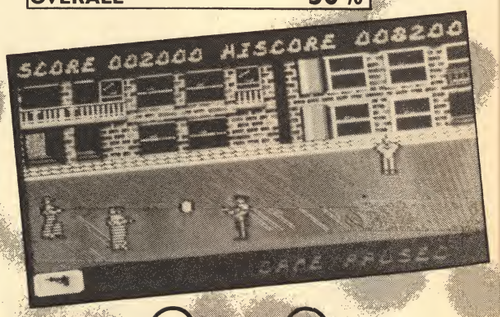
The game worked well in the arcades because it was fairly simple, had detailed graphics, and was quite quick. The fashion at the time was also towards games of extreme violence and little gameplay. The present trend in computer games, however, is somewhat different to this. Because of this the game has an old feel to it. The mindless killing of yesterday's martial arts games comes to mind as the minimal gameplay gets more and more boring.

The Amstrad conversion is not inspiring, the small graphics jerk around the screen. The screen is smaller than normal to get the aspect right, and the medium resolution mode has been used — which means little colour. All in all an average conversion of a dated game. These go together to make the game not worth getting at all.

I don't normally comment on the packaging, but I'll make an exception in this case. It is the boring old standard Japanese way of packaging in a cardboard box that doesn't stack and doesn't fit in anywhere. It looks like something out of the old MSX days.

Mike Roberts

SCORELINE	
Impact	25%
Originality	40%
Gameplay	25%
X-Factor	20%
OVERALL	**30%**



GAMER REVIEW

HARDBALL

Title:	Hardball
Computer:	Spectrum
Supplier:	Advance Software
Price:	£8.95

Is it true that every pitcher tells a story? Gordon Hamlett takes his place at first base.

To the uninitiated, baseball looks to be no more than a grown-up version of rounders and indeed, there are a lot of similarities between the two games. After the ball has been thrown (pitched), the batter tries to hit it and advance himself round the four posts (bases) in turn. Should he succeed in doing this, he scores one run for his side.

There are nine men on each team and the visiting side always bats first. A game consists of nine innings and each lasts until three men are out. If the scores are tied at the end of the nine innings, then there are extra innings until the match is resolved.

The batter must attempt to run to at least first base whenever he hits the ball legitimately. A fair hit means that the ball must be hit in front of the foul lines. These are lines which extend from the batter to first and third base. Together with second and home bases, these form the diamond. The batter tries to advance round the diamond either through his own efforts or those of his colleagues. He does not have to stop at every base but must touch each one as he passes it.

No more than one batter can be on a particular base at any given time. The high spot in baseball is when the batter hits the ball right out of the playing area. This is called a home run and a 'homer' is guaranteed to send the fans into fits of delight. What it means is that the batter and any other men already on the bases can walk round the rest of the bases and all score runs. So a home run is worth between one and four runs depending on how heavily the bases are packed with players.

Naturally, the non-batting side tries to stop all this happening. Their main weapon is the pitcher. Standing on a mound in the middle of the diamond, he throws the ball at the batter at speeds of up to 100 mph hoping to induce some sort of mistake. Each pitcher will have several different types of ball in his armoury. A fast ball is just plain fast and hopes to beat the batter by sheer speed. With curve balls, sinkers and the like, the ball actually bends to varying degrees in the air so that the batter misjudges its trajectory.

One other type of pitching is the old fashioned knuckle ball in which the ball is gripped in the knuckles rather than the fingers. Thrown this way, the ball's behaviour in the air is totally unpredictable.

STRIKING OUT

A batter can be out in a variety of ways. He can be caught on the full as in cricket. He is out if the ball is thrown to first base before he gets there or if he is tagged by a fielder holding the ball when he is running from one base to another. Or he can be struck out.

The pitcher cannot throw the ball anywhere that he wants to. He is aiming for an area between the batter's knees and shoulders and over the home plate. If the pitcher hits this target area and the batter misses, this is called a strike. Three strikes and a batter is out. It is also a strike if the batter swings at any ball, regardless of where it is going and misses it. It is also a strike when the batter hits the ball but it goes behind the foul line but a batter cannot be struck out this way (it only counts as a first or second strike, not a third).

If the pitcher pitches outside the strike zone and the batter does not aim a swing, that is called a ball. Four balls and the batter is allowed to walk to first base. It is possible to get two or more men out in the same play (unlike cricket where only one batsman can be run out).

Other terms you may encounter are stealing a base, which is where a batter who is already partway round the diamond tries to run to the next base even though the batter has failed to hit the ball, and bunting. This is where the batter, instead of taking an almighty swing at the ball, just taps it and runs. The object of this is to try and get as many men onto the bases as possible.

So, that in a nutshell is a brief idea of what baseball is about. It is not very complicated. It can't be if Americans play and understand it!

THE COMPUTER GAME

This is the game that US Gold didn't think could be done. Hardball was originally a baseball simulation for the C64 and the powers that be in Birmingham decided that it was not possible to convert it to the Spectrum. Advance Software disagreed, signed up the rights and here it is. And every bit as good as the original it is too.

The game starts with you selecting your team. You are presented with a starting line up but can swap the batting order and substitute players as you see fit. As is typical with all American sports, there is an obsession with statistics and you are presented with a plethora of seemingly meaningless numbers, all of which give some average of other designed to show exactly how good, or bad, a particular player is. My advice, if you don't know very much about the game, is to ignore it all to start with. It is fun to play about with the statistics if you want to but you won't lose any enjoyment if you forget about them totally.

The main screen depicts the confrontation between pitcher and batter. Which man you control depends, not surprisingly on whether you are pitching or batting. Control of your character (keyboard or joystick) is determined from a series of options displayed at the top of the screen. Starting with the pitcher, he has four different types of ball available to him and your first job is to select which one of these you are going to throw. Each pitcher in your squad has different abilities and these might include fastballs, sinkers, sliders, curve and screwballs. You must then decide whereabouts you are going to aim — high, low, left, right or straight. Don't fall into the trap of chickening out and throwing everything straight as you will find any curving ball going way out of the striking zone.

That is all you have to do as pitcher. What happens next depends on what the batter does. If he misses or is out, the details of the innings are updated (strikes, balls and outs) and you move onto the next pitch. If the batter hits the ball, the action switches to a second screen depicting the whole playing area. Control changes to the fielder nearest the ball (he flashes to let you know which one it is) and you try to manoeuvre him to (preferably) catch the ball or to pick it up. Once you have picked it up, you must decide which base to throw it to.

As batter, all you have to do is to press fire in order to take a swipe at the ball. True, you can also aim high, low, left and right but you have so little time to assess the path of the ball, it hardly seems worth the extra thought as by the time the old grey matter has told the arm to move the joystick up, the ball has long since passed. Much harder is deciding whether or not to hit the ball in the first place. Initially, the temptation is to swing at everything but you soon find yourself being struck out as you aim blows at balls round your toes that you could never have hit anyway.

Before you signal to the pitcher that you are ready to receive, you can also decide whether to steal a base or bunt. If you do hit the ball, the secondary screen appears again and you can decide if you want to advance any of your men over and above their normal running order.

The game continues like this until all nine innings have been completed and the match is over. You can change your line up throughout the game, substituting your pitcher when he gets tired although be warned, once you remove him from the line up, he is out for the rest of the game.

One of the nicest things about Hardball is that the computer plays a good but not impossible game. OK, you will probably lose at first but you will not be outclassed and the thrill of hitting your first home run is tremendous (in one rival baseball simulation, I lost my first match 64-0. I have not played that game since!). The animation is excellent and you don't have to be a baseball fan to enjoy the game although I suspect that as a lot of people will have been watching the World Series on Channel 4 recently, they will be itching to have a go. A great game, highly recommended.

SCORELINE

Graphics	5
Sound	3
Addictiveness	5
Friendliness	5
OVERALL	**90%**

COMPUTER GAMER HiScore

Game	System	Scorer	Score
Action Biker	C64	Richard Ewart	258920
Action Biker	Atari	Nigel Clarke	237462
Hyper Sports	Spectrum	David Stein	415980
Hyper Sports	C64	Sigurd Winsnes	139842
Pole Position	Atari	Dominic Anderson	136650
Pole Position	BBC	David Brown	123350
Elite	BBC	Robert Booth	214748364
Elite	Electron	Craig Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Barry Dyson	431316.7
Who Dares Wins II	C64	Julian Bryant	112550
Who Dares Wins II	Spectrum	Shaun Bowes	410850
Raid Over Moscow	C64	Adrian Watson	423300
Raid Over Moscow	Spectrum	Mark Henley	672650
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Mathew Taylor	2456200
Exploding Fist	C64	Douglas Sinclair	417500
Exploding Fist	Spectrum	Robert McKane	853200
Exploding Fist	Amstrad	Chris Rasteiro	94800
Yie Ar Kung Fu	C64	Jeff Barber	20096400
Yie Ar Kung Fu	Amstrad	Robert Montgomery	35023000
Yie Ar Kung Fu	Spectrum	Paul Mahon	2750000
Yie Ar Kung Fu	BBC	Peter Lipscombe	809900
Commando	C64	Steve McDonald	9507500
Commando	Spectrum	Freyr Kolbeinsson	17163150
Commando	Amstrad	Justin Brown	141450
Rambo	C64	Sven-Arne Reinemo	2129800
Hunter Patrol	C64	John Watson	132350
Gyruss	C64	Christopher Brown	374900
Gyruss	Atari	Michael Cameron	378450
The Eidolon	Atari	Aaron Hardwick	19499
Bombjack	Spectrum	Michael Brown	1436230
Bombjack	Amstrad	Jostein Rortveit	1275420
Paradroid	C64	Rick Oberoi	54470
NOMAD	Amstrad	Neil Fenton	2500
Fractalus	Atari	Martin Craven	220723
Green Beret	Spectrum	Mark Robertson	129800
Green Beret	C64	Neil White	78200
Green Beret	Amstrad	Loucas Thomas	7682000
ACE	C64	Ian Grimney	16910
ACE	Spectrum	Richard Dunseith	111550
Dragon's Lair	C64	Wayne Ingold	230098
Uridium	C64	Morten Nielsen	1263820
Ghosts and Goblins	C64	Lee Markham	501150
Druid	C64	Graham Jones	Light Master
Slamball	C64	Neil White	1596310
Alternate Reality	Atari	Christopher Beard	889432(exp)
Fist II	C64	Alistair Evans	186800
Kane	Amstrad	Andrew Newsham	32014
Xevious	Spectrum	Mike Roberts	51860
Avenger	Amstrad	Mike Roberts	36%

Welcome to our on-going hi-score competition. A bit of a change in style this month, despite people sending in photographs to prove their score, we are still receiving one or two dubious scores a month (most of which we weed out). So as of this month you are required to send in a detailed 'hint' of a high level in the game. This serves two purposes — to prove your claim, and to help other players.

The best hints will be printed, and the best hint of all each month will receive a prize.

Also we are going to start printing photographs of you, so when you send in a high score, as well as attaching your hint, you should attach a passport sized photograph of your 'orrible visage. We prefer monochrome, but good quality colour will do. If you want the pic returned, remember to include an SAE, and put your name on the hints as well as the back of the photograph. if you want the hints to be published then we prefer them typed with wide margins and double spaced between lines.

All entries, as usual, to:
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Hi-Scores
Argus Specialist Publications
1 Golden Square
London W1R 3AB

Full Name: .....

.....

Address: .....

.....

.....

Telephone: .....

Age: .....

Game: .....

Score: .....

Machine: .....

Signed: .....

Witness: .....

February 1987

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2. The prizes stated will be awarded to the entrant who completes the questions correctly and in the event of a tie break, complete the caption in the most apt and original way.
3. The winning entrant will receive two air tickets to Rome, hotel accommodation for one week, two tickets for the world championships, plus £100 spending money. 25 runners up will each receive copies of Supercycle and Winter Games for either the C64/128, Spectrum or Amstrad.
4. Proof of posting will not be accepted as proof of delivery.
5. Entries altered, illegible or not completed in accordance with the rules of entry requirements will be disqualified.
6. All entries must be on an official entry form.
7. 'How to enter' forms part of the rules. All entries become the property of U.S. Gold and cannot be returned.
8. It is a condition of entry that the competitors agree to be bound over by the rules.
9. The closing date for receipt of all entries is 31st March 1987. The prizewinners will be notified by post. The names of the winners will be available to those sending a S.A.E. marked 'World Games Competition' to the address below.
10. The judges' decision is final and no correspondence will be entered into.
11. The competition entry should consist of six answered questions, three on the entry form and three included in the packaging of the game and are to be forwarded to:

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Complete the questions and caption below together with the completed questions from the packaging and return to the address below. All entries must be received no later than 31st March 1987

Question 1. How many hills is Rome built on .....
Question 2. In what year was the Roman invasion of Britain .....
Question 3. Who painted the renowned ceiling of the Sistine Chapel .....

Caption (complete in not more than 25 words) Rome is an appropriate venue for the World Games because

.....

.....

Name ..... Age ..... Address .....

.....

Tel: ..... My computer is a .....

RUNNERS-UP PRIZES

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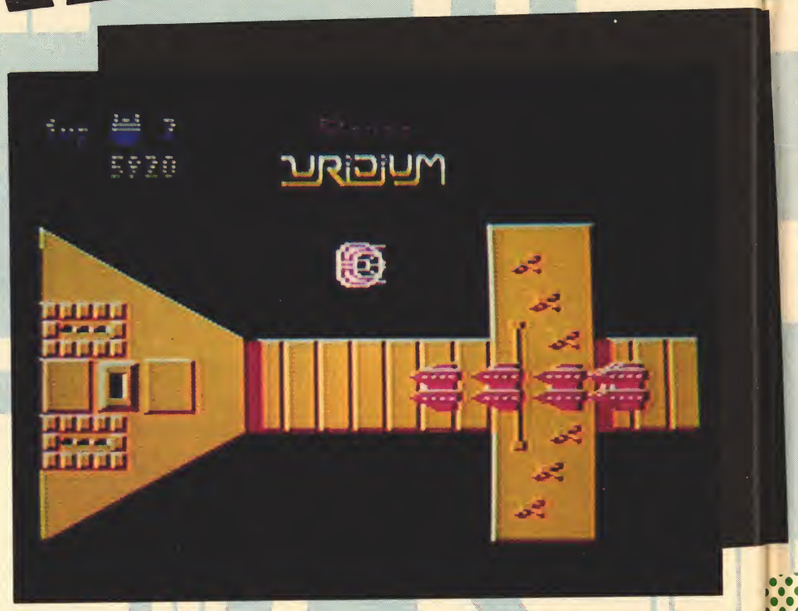
Gamer Gold Award

Hewson's latest twin pack offers two games whose effects have been felt far beyond the limits of high tension action

URIDIUM / PARADROID

Title:	Paradroid/Uridium
Computer:	Commodore 64
Supplier:	Hewson
Price:	£8.95



Paradroid and Uridium were landmarks of graphic perfection on the Commodore 64 and their realistic 3D images have been copied but never bettered. Acknowledging that times have changed since their first release, Hewson have allowed the programmers to rework their masterpieces to produce one of the best bargains of the decade.

I don't wish to sound disparaging when I say that one of the best parts of the new, Paradroid is the loading screen. Andrew Braybrook has grasped the opportunity to show what can be done to relieve the boredom of still-shot loaders. For Paradroid, we are presented with a threatening silhouette of three flashing-eyed droids collected around a console with flickering status indicators. As the load procedes, the monotonous electronic sounds which accompany the scene are punctuated with the crackling of an electrical storm. The resultant lightning flashes detail onto the screen of three very solid looking droids, a visual symphony of light and shade.

The game fulfils the promise of the loader and stretches the meaning of a mind game to its ultimate definition The Paradroid is an 'influence device' which can lock onto and control any droid. The para is only employed in extreme cases of droid manual over-ride. Such an occassion is the current mutiny on a galactic space freighter. The para has been sent in to quell the uprising by control and elimination of the malfunctioning machines.

A standard para has two low-power lasers for defence but these are no match for the powerful higher grades of droid on the freighter. Fortunately the parasitic nature of the control device allows it to take over the powerful droids and utilise their weaponry in the destruction of the mutineers.

Control is established by negating the microcircuitry of the droid but the power you can send depends on the current status of your para's host. Each droid has a place in the heirarchy dependant on its numerical class, the higher the number it carries, the more the pulses that may be used.

Such a system has the obvious drawback that the lower the grade of your para, the less likely that an assault on a powerful droid will succeed. Crafty paradroid controllers will soon learn that the best way to jump up the heirarchy is

... stretches the meaning of a mind game to its ultimate definition.

struggle has a side effect of eventually destroying the host (as with most parasitic infestations). On colliding with a potential host the computer screen changes to show a circuit board. Various pathways connect with a central panel of LED's and the idea is to light up or extinguish the majority of them by pulsing a charge through the correct circuits.

Which side of the panel you wish to control is your first choice and you must ascertain the most advantageous side within a few seconds. Some pathways split in two, some have advantageous pulser units or disadvantageous phase inverters. The amount of pulses which to attack a high-grade droid and wait until the pulse exchange time limit is almost exhausted. With a bit of luck you will be able to pass enough pulses to overcome the host but failure results in total anihilation of your device and the failure of the mission.

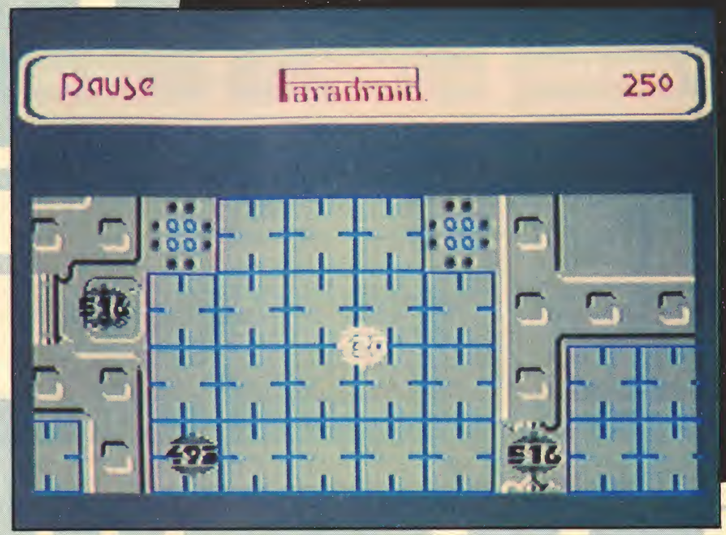
The freighter is displayed in plan view, deck by deck. Some decks are populated by low-grade maintenance and messenger droids, other decks have a strong contingent of battle droids with powerful armaments. As each level is cleared of droids, the automatic energy conservation systems on the ship will power down that level and indicate that this has occured by a darkening of the colour. The order in which you attack each level is entirely up to you.

Old campaigners will be pleased to learn that the new Paradroid is faster than the original game. The messenger droids fairly zip along and the net effect is a greater challenge than the original game.

Uridium has a similar scenario of drama in deep space. Enemy Super-Dreadnoughts have been placed in orbit around fifteen planets in the galactic sector. Each S-D requires a different mineral for its intersteller power units and these minerals are being sucked up at an alarming rate.

Using a Manta Class Space Fighter you are transported to each planet in turn to overcome the S-D's formidable cloak of fighters and eventually destroy the ship and recover as many fuel rods as possible.

Once more the Hewson graphics reign supreme. chiaroscuro effects create realistic 3D images of the Super-Dreadnoughts and their protective fighters. The animation of the Manta is brilliantly conceived and executed, adding up to a deluxe shoot-em-up without parellel.



Wave upon wave of alien craft must be eliminated

From the onset the action is hot but the S-D's are relatively uncomplicated. Wave upon wave of alien craft must be eliminated as they patrol the scrolling surface of the dreadnought. Various aerials and shields protrude upwards towards the TV screen and block the pathway of the Manta so pilots must perform an airborne slalom as they persue the alien craft.

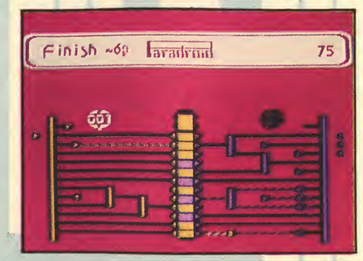
Some of the dreadnought's surface features can be destroyed for higher scores and when the titanic craft has been beaten into submission you are invited to land on the master runway to embark on the second phase of your mission.

The second part is a fairly straightforward reaction game. A pyramid appears on the screen and horizontally juxtaposed box pairs flash alternately. One box has a value of recovered rods and the other box contains the word QUIT. Pressing the fire button to stop the alternation when the rod value is highlighted is the aim of this game. As the values get higher the alternation speeds up making it more and more difficult to avoid quitting unintentionally.

When you complete this you have one last run at any remaining surface targets which you missed in the first assault, as the dreadnought disintegrates before your eyes.

What Hewson's did was to take the tried and tested genre of the shoot-em-up and add extra depth and superb graphics to create a whole new dimension to a hackneyed theme.

Once more the compilation version differs from the original game by having new dreadnought layouts to challenge the newcomer or the battle-hardened expert.



If the Gamer Gold award had existed when the original versions of these games had been released, then both would already sport this accolade. This makes the combined version doubly desirable and a must for any 64 owner's collection. Even if you've played your old versions into the ground, the new ones on this tape breathe new life into the old games.

Other companies should take note of the complete approach to added functions which is contained in both games. Especially worthy of note is the monochrome mode. Not every computer owner has the advantage of a colour TV and some games are rendered unplayable without chromatic differentiation and my photographer would like to thank both programmers for the pause modes which make his life bearable!

a whole new dimension to a hackneyed theme

I know that there is something new in the Hewson pipeline which will hopefully be as innovative as these games but, to tide you over until that appears, dash out and buy this or live in envy of your friends.

SCORELINE

Impact	95%
Originality	95%
Playability	97%
X-Factor	98%
OVERALL	**96%**

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GAMER REVIEW

Tony Hetherington hangs out his washing on the Siegfried line

SOLDIERING ON

Ever since Front Line blasted the arcades with real shoot-em-up action, software houses have tried to recreate that "one man against the odds" heroism.

Elite licenced the computer version of Commando which also inspired Alligata's obviously unofficial Who Dares Wins II and Ocean's official Rambo — which was Commando but with additional weapons. Each game featured a lone hero armed to the teeth with a machine gun and a box full of grenades.

Meanwhile, Ocean also released the official computer version of Green Beret featuring solo soldier action only in 2D rather than Commando's 3D.

Since then countless raw recruits have been trained and paraded. Can the latest platoon of soldier shoot-em-ups stand the test of the battlefield?

STAR SOLDIER (Quicksilva, C64, £8.95)

Quicksilva's Star Soldier takes the basic Commando idea to it's limits. It casts you as a galactic mercenary who must battle his way through a staggering 100 scenarios to earn enough money to buy some decent weapons.

Using your available credits you must arm yourself with as many grenades, smart bombs, explosives and energy packs that you can afford and the biggest gun that you can carry. Then you literally head for the stars.

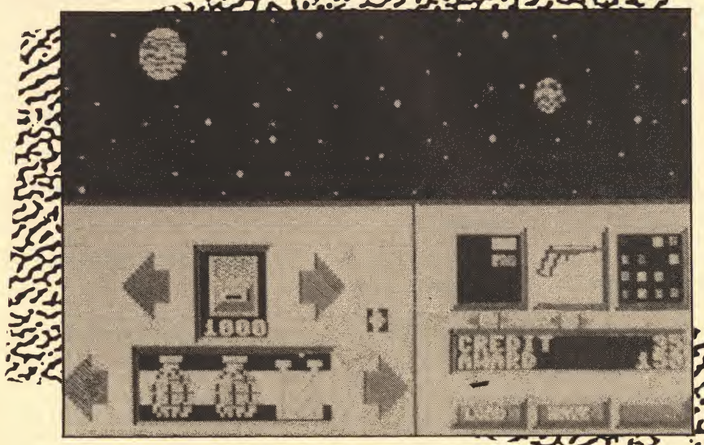
Your computer allows you to punch up the information on any of the planets in the system as well as the appropriate job that needs special services. These range from retiring space pirates to putting down rebellions. All the information is there that you will need to plan your mission including the strength of the opposition (ranges from the encouraging "non-existent" to the worrying "Elite") and the rate of pay for the job. This is represented as a multiple of your present rate which depends on your level. You can buy an increase in level for 1000 credits but since your starting rate is only 100 this could take some time. Nothing is free in Star Soldier. Even saving the game costs you 500!

In the mission you're on your own against swarms of enemy troops. The terrain varies with scenario from the decks of a spaceship complete with automatic gun emplacements to jungle scenes with bridges spanning great rivers.

The object of each mission is simply to get to the far left hand end while avoiding as many of the enemy energy sapping bullets as possible. Everytime you're hit you lose about half of one energy cell. Lose them all and your game comes to an abrupt end.

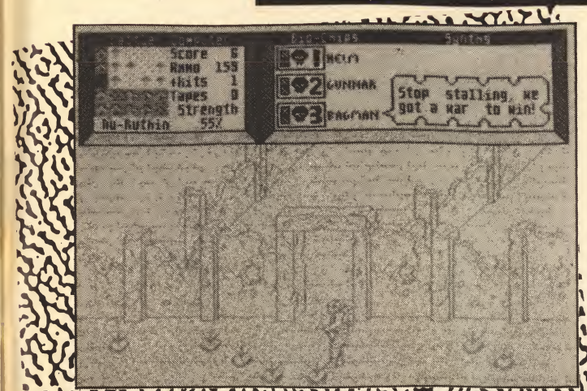
Blasting the enemy not only earns you credits but also a bonus in the objects they leave behind. These include bonus credits, energy hotspots to refuel your cells and temporary shields to protect you in battle. Unfortunately, you can also lose energy as some are booby trapped.

As the difficulty of the mission increases you'll have to face more and more enemy troops until you have to weave your way through a snow storm of bullets just to survive. If things get too desperate you can always beam yourself back to base with a warp drive — but at a cost.



SCORELINE	
Impact	95%
Originality	85%
Gameplay	90%
X-Factor	90%
OVERALL	**90%**

STRIKE FORCE COBRA (Pirahna / C64, Spectrum / 7.95)



Strike Force Cobra consists of an elite team of top fighters that you must control in a SAS style raid on the Enemy's HQ.

This arch villian is threatening to trigger a nuclear holocaust and you must stop him.

It is just as well that your team is picked from the best of the world's fighters including the SAS, Israeli secret service and even the KGB as the Enemy cowers from justice in a heavily armed fortress protected by human guards, killer robots, automatic weapons and electronic traps.

Each team member is armed with a light weight sub-machine gun and a supply of Electromagnetic Flux Grenades (EFG) to destroy and distract the robots.

Using the joystick you must guide your team through the fortress level by level until you reach the Enemy himself. This isn't easy and each team member will need all his shooting, throwing, diving and kicking skills just to stay alive.

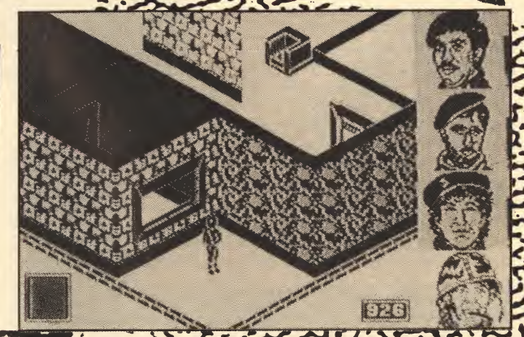
SCORELINE	
Impact	70%
Originality	75%
Gameplay	65%
X-Factor	75%
OVERALL	**70%**

ROGUE TROOPER (Pirahna, Spectrum/Ams, £7.95)

Rogue Trooper is a development of a cross between a Commando game and Knight Lore where the 2000AD comic book hero scours a 3D landscape looking for the video evidence to convict the traitor that caused the ambush that wiped out his buddies. These buddies are now retained as chips in his backpack, gun and helmet and yell encouragement to Rogue to stir him on to greater deeds.

Nu-Earth is crawling with Norts that must be blasted before they get a shot at you. As you explore the desolate radioactive world you may find medikits to patch up your wounds and boxes of extra ammo among the ruins, or norts and autofiring pillboxes.

Once you've collected all eight vidtapes you can return to your ship, bring the traitor to justice and reconstitute your enthusiastic chip buddies back into genetic infantrymen.



SCORELINE	
Impact	85%
Originality	80%
Gameplay	75%
X-Factor	80%
OVERALL	**80%**

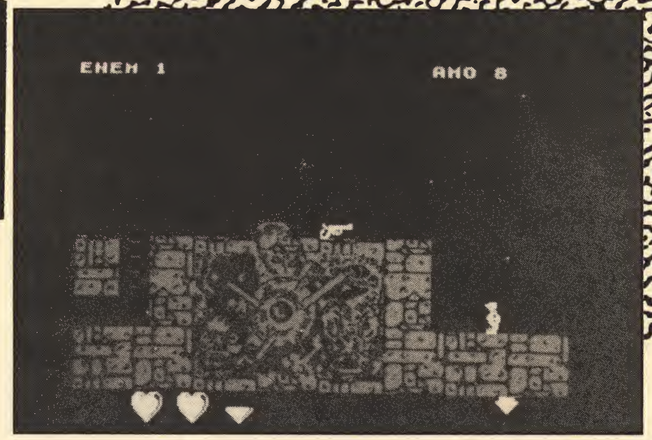
SAS: OPERATION THUNDERFLASH (Super Sparklers / Spec/ £2.99)

You play Rock Hardman who leads a single handed embassy assault to rescue the hostages in a game promising "excellent 3D graphics" and "outstanding gameplay". Unfortunately, it has neither.

The graphics are wooden and the gameplay is so restricted that our SAS hero can only move and fire in four directions. The result is ridiculous, as Rock and a terrorist can stand next to each other and still can't shoot each other. Once you solve that problem you've only got 49 rooms to go. I doubt you'll bother.

SCORELINE	
Impact	30%
Originality	35%
Gameplay	25%
X-Factor	30%
OVERALL	**30%**

GAMER REVIEW

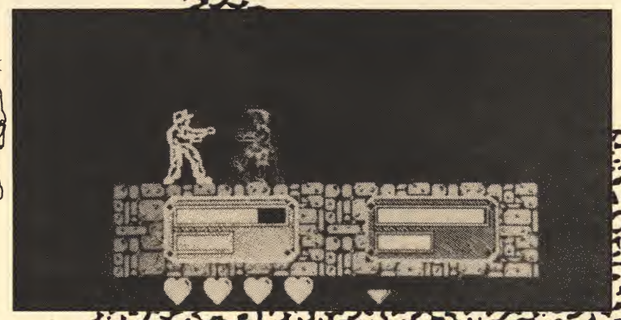


THEY CALL ME TROOPER (CRL / Spectrum 128k / £8.95)

Finally CRL's 128K game They Call me Trooper defies description as it appears to be a cross between a poor kung-fu game and an ancient platform game.

Our 8 pixel hero leaps around a blocky landscape searching for pieces of his ship while fighting off the bad guys by punching and kicking them in appalling kung-fu sequences.

It's hard to imagine why this game needs 128K or why anyone would want to play it.



SCORELINE	
Impact	15%
Originality	25%
Gameplay	30%
X-Factor	30%
OVERALL	**25%**

BAZOOKA BILL (Melbourne House / C64 /£8.95)

Meanwhile, the 2D Green Beret style of game is fighting fit thanks to a hero called Bazooka Bill. His job is to save the President who has been captured by an unknown enemy.

As you play the game you'll discover that this enemy seem to have enough men, planes and helicopters to take on America and the President, and they're all out to get you.

Armed only with your trusty self-repeating fist you tackle these massed hordes taking them out by the 100 to gain you extra lives. On the way you may find ranged weapons such as a self-repeating knife, gun and finally a bazooka.

Once you've worked out how to stop yourself from running around in circles (if you stay on the bottom of two levels you just run round and round the same building) you might reach an airport when you can dogfight with a skyful of enemy aircraft and finally find the President.

SCORELINE	
Impact	65%
Originality	65%
Gameplay	55%
X-Factor	55%
OVERALL	**60%**

Hypa Ball

GAMER REVIEW

Odin look to the future of ball games for an early New Year success.

Title:	**Hypa Ball**
Computer:	**Commodore 64**
Supplier:	**Odin Computer Graphics**
Price:	**£9.95**

Welcome to the Hypa Bowl arena for the Hypa Ball Cup Final of the future sponsored by Odin and British Telecom. Their latest game is also the greatest to come from the company for a long time and yet it's such a simple concept that it deserves to be a success.

Down beneath the arena the tension in the dressing room is at fever pitch as the managers choose their teams for the match. The gladiators wait to don their Hypasuits for the battle royal which is to follow but who will take the field for the great day? Will it be the sly, old fox Norman Bates or the very youthful John Machine? Maybe the evenly talented Norce Codine or the weak but fast and agile Won Tin Ling.

The selection pool contains ten potential champions but only six will play in the match, three per side. The menu screen shows all of the candidates and awaits you, the manager of the Hawks, to make the first choice. As the cursor is moved over each player in turn, his vial statistics are shown on the data area. Name, age, height and weight are given above bar charts displaying strength, agility and speed.

For those unfamiliar with the requirements of a Hypa Ball champion, a little explanation is necessary. The trio which make up a side are the two strikes and a grounder. Strikes wear anti-gray suits which allow them to float through the air above the pitch while the grounder remains on the turf beneath. The pitch is set up on either side of the central pole upon which the goal continually moves up and down. At the edges of the screen are force fields which limit the players to their side of the pole and hyperspaces the ball from one side to the other.

There are three players on each side of the pole, two from one team and one from the other. The ball floats through space and each side must race to gain possession and pass the ball until they reach a position from which they can score.

As a player catches the ball, he freezes in position and must make a pass or attempt a goal within a few seconds. Failure to get rid of the ball results in a penalty for the opposing team and this usually results in a goal. Grounders can only reach the ball when it bounces off the turf but the opposing strikes battle it out in the air, blocking and passing to try to gain a clear shot at goal.

The ball is passed between the strikes by throwing it away from the goal post, towards the force field. From here the ball hypas to the other side of the pitch and continues in the same trajectory until it is either caught or it bounces off the top or bottom of the pitch or riccochets off the goal post.

The final is always between the Vipers and the Hawks and we re-join the selection process under the Hypa Bowl. The players are all young men with the exception of Alex Grunt, 37, Fergie Fuzle, 43, and Norman Bates, the grand-daddy of them all at 54.

Despite the balding head and brutish features of John Machine, his age is given as only five years old in my programme. I think the clue to this enigma is in his surname!

All players vary in their key attributes of strength, agility and speed, so it is up to the manager to decide which positions need the most favourable spread. Selection is taken in the order Strike 1, Strike 2 and Grounder.

The Hawks always have first choice even if the Vipers are not under computer control in the two player game.

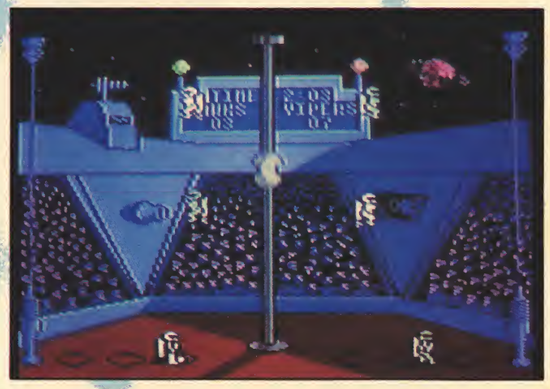
After selection, we rejoin the tense atmosphere of the arena where the crowd are whipped into a frenzy of anticipation by the appearance of the pom-pom waving cheerleaders. Rising up from the bowels of the earth, the girls go through their routine and then sink back beneath the sward. The crowd know that the start of the game is imminent and the next time the lifts rise they carry the besuited gladiators ready for battle.

The players then take up their positions, one above the other, three each side of the post. A strike and the grounder of one team sandwiching the remaining strike of the opposition. The ball is served and the battle for possession begins.

The computer plays a really mean game and appears to get better as your game improves. I've never managed to win through against it, the newspaper headline displayed at the end of the match always displaying the Vipers mssive win. The encouraging thing is that each time I seem to reduce the margin by which I'm beaten so there's hope for me yet.

The only tactics which I can suggest are to keep your eye on the ball, always go for possession and get rid of the ball as soon as possible (never give away a penalty it always means a goal to the opposition).

The game is hard, fast and great fun yet such a simple concept. This could be Odin's biggest seller to date.



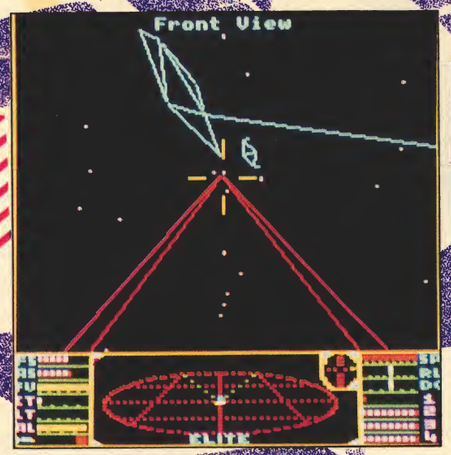
SCORELINE	
Impact	80%
Originality	99%
Playability	95%
X-Factor	95%
OVERALL	**92%**

ELITE

Is the new version of Elite Superior? Mike Roberts takes on the Thargon invasion (again).

GAMER Gold Award

Title:	**ELITE**
Computer:	**ALL BBCs**
Supplier:	**ACORNSOFT**
Price:	**£14.95/£12.95**



The Superior Software/Acornsoft hook-up has badged some reasonably good to very good Superior games of late. The BBC world waited with baited breath to see what Superior would do with all the under-marketed, but excellent, Acornsoft games that have festered in a Cambridge bottom drawer for the last few years.

Along with the racing simulation, Revs, and some compilations of their more blatant coin-op inspired games (see elsewhere in this issue) Elite has received the new treatment — and in a number of different versions as well.

But first, a story. Astute BBC owners who bought Elite two years ago (yep . . . that long ago!) will have read the intention to produce a sequel to Elite along with a second novella in around a year's time (i.e. a year ago). People waited, and waited, and waited, but nothing appeared. So they all bought Amstrads and played the Firebird full-colour version of the game. However, the new(ish) version of the game had been written. Called Second Processor Elite, the game required the Acorn 6502 second processor which ran at a very fast (for a 6502) 3Mhz. And, more importantly, had an extra 64K of memory.

This new version of Elite had all the features of the disk based original game, but didn't have to access the disk drive all the time and it was in *colour*. What I mean by colour is that the suns were shaded and filled in, and the line drawings of the enemy space ships were in different colours. This makes it easier to see when an enemy missile is coming at you as you can separate the images on the screen fast enough to shoot the missiles down. There was also a bit more detail on some of the ships, and what looks like a few new ships (ones with wings etc), but they may just be modified existing ones. In addition to this, it was very, *very* fast.

In all, Acornsoft sold about 200 copies of the game. Which isn't bad considering that it wasn't marketed at all and was only sold to people who applied in writing to Acornsoft. I'm not even sure how much they sold it for.

Now Superior software have come to our rescue with their new multi-format Elite. This is a double-sided disk that will work on the BBC, BBC+, BBC Master, BBC Master Turbo, plus all of the above with the addition of a second processor. As you may have guessed by my utterences above, the Turbo and Second Processor versions are the same as that un-released MkII Elite. And what is more interesting is that the Master version (without Turbo or Second Processor) is also very similar to the MkII Elite (only not as fast).

There is also a Master Compact version of the game that is the same as the Master version, except that it comes on the 'funny' 3.5 inch format that the Compact uses.

The packaging of the game looks slightly different to the original in that it is in a plastic box, where the original was in a cardboard one. Each has their merits and I think that one is as good as the other. The contents of the package are slightly different to the original as well.

The original game had a poster with all of the different enemy ships on it, a quick reference card for the controls, a novella (The Dark Wheel by Robert Holdstock), a function key template, and an instruction book. In the new version of the game the poster, key guide, and instruction book are all in the same tome, the novella is no more, but the function key strip survives.

The loss of the novella is no big thing, although it added a bit more atmosphere to the original game. Remember that Elite was one of the first games to feature an all in package like this. The Rainbird 'game comes free with every novella' concept had yet to appear on a game from this side of the pond. 'Gosh' I hear you cry, shock, horror, probe. Compressing all of this bumph into a single volume does make it cheaper to produce, with the result that the game retails at £14.95 — some £3 cheaper than before, *and* remember you get a double-sided, flippable disk with the extra version of the game as well as the original.

There is also a tape version of the game for the Electron and BBC series that sells for £12.95. This is a cut down version of the disk game with less equipment available, only five different kinds of enemy, fewer options and less atmosphere (e.g. no descriptions of planets or military lasers). Whilst the BBC tape game is playable, it does give a real excuse for buying a disk drive (they're pretty cheap nowadays) along with the disk version of the game.

Elite is an excellent game. One of the few that can really be called a 'classic' and probably the only 'classic' that is still playable — especially two years after release. The slightly lower price makes this very good value for money and it is worth getting just for the extra versions of the game.

SCORELINE

	Tape	Disk	Expanded
Impact	80%	90%	95%
Originality	95%	95%	95%
Gameplay	75%	90%	95%
X-Factor	80%	95%	100%
OVERALL	**85%**	**90%**	**95%**

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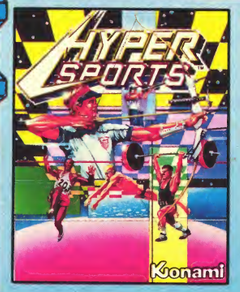

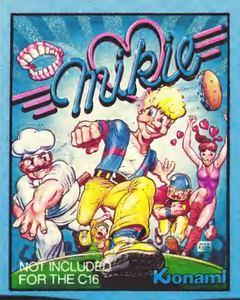

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